

ISSUE NO.  
**231**  
MAY

# GTM

## GAME TRADE MAGAZINE

### PATHFINDER®

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## IN THIS ISSUE:

- WIZKIDS ANNOUNCES *RAVNICA: INQUISITION* - A NEW *MAGIC: THE GATHERING* SOCIAL DEDUCTION GAME SET ON THE RAVNICA PLANE DURING THE WAR OF THE SPARK.
- GO BEHIND THE SCENES AT THE CREATION OF *SABOTEUR: THE LOST MINES* FROM AMIGO GAMES WITH CREATOR FREDRICK MOYERSON.





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vs.  
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## COVER STORY



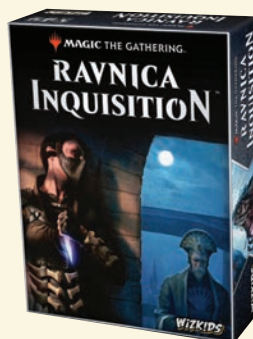
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by Paizo Publishing

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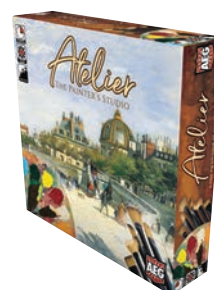
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15  
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**HOBBY  
WORLD**





## Greetings Dear Readers!

Things are definitely kicking into high gear in the ol' GTM Bullpen; with just a month to go until the *Origins Game Fair*, we're hard at work prepping for what we expect will be an awesome show!

Like last year, we will be sharing a booth with our friends from *Game Trade Media* who will be livestreaming from the show floor. We've invited lots of your favorite publishers to get on camera and spill the beans on some pretty exciting stuff. Stop by our booth and watch the action live!

Not at the show? Then be sure to follow *Game Trade Media* on Facebook, Youtube and Twitch to hear all of the exciting announcements from *Origins*. There may even be a surprise or two during the livestream as well, so be sure to tune in!

But, that's still a month away — "What about the May issue awesome-ness?" you may ask? Well, have we got some treats for you!

Firstly, it's definitely tough to miss that fantastic cover from Paizo Publishing for the *Pathfinder Second Edition*! 10 years of history and a year-long open playtest have resulted in the next evolution of fantasy roleplaying in the lands of Golarion. Adventure awaits!

And while we're speaking of fantasy gaming, be sure to check out *Ravnica Inquisition* from WizKids! This all-new social deduction card game is set during the War of the Spark as players assume of the roles of guild representatives from Ravnica, all with the intent of discovering the traitors in their midst sent by Nicol Bolas himself!

Of course, that's not everything worth noting in this issue — we have more exciting content directly from your favorite publishers to thrill and tantalize, everything from Red Raven Games' *The Ancient World*, to an exclusive first-look at Solarflare Games' *Robotech: Crisis Point*!

All this and more. Enjoy!

Game on!

-JG



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**JUNE 12-16**



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**Where gaming begins**



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**GAMES**

**ALLIANCE GAME DISTRIBUTORS**

**SPOTLIGHT ON**

**GAME TRADE MAGAZINE #228**  
GTM contains articles on gameplay, reviews and reviews, game related fiction, and will contain games and game modules, along with subscription information on upcoming game and hobby supply releases.  
GTM 228 ..... \$3.99

**ACADEMY GAMES**

**CONFLICT OF HEROES: 3RD EDITION**  
Awakening the Beast! - Russia 1941: 42 takes you to the eastern front during Operation Barbarossa, the German invasion of Russia. Many consider this time period to be the birth of modern warfare tactics that continue to be used and perfected by today's modern armies. Scheduled to ship in January 2019.  
AVG 5014 ..... \$90.00

**ARCANE TIMEN**

**DRAGON SHIELD: ART DECK SHELL**  
Scheduled to ship in October 2018.

**ARADO** ADM 31725 ..... \$2.99

**BETHIA** ADM 31632 ..... \$2.99

**ALC STUDIO**

**VERSUS SERIES: FORTRESSES AND CLANS**  
In this two player card game, lasting about 30 minutes, you will lead your clan as they lay siege to an enemy fortress, even as you defend your own keep. Position your War Machines on the ramparts, march your troops for battle, and choose which of your clan commanders will lead the Assault on the enemy keep! Scheduled to ship in November 2018.  
ALC 7802 ..... \$25.00

**ARC DREAM PUBLISHING**

**DELTA GREEN: THE COMPLEX**  
Cosmic terror infects the U.S. government and the companies that profit from it. Delta Green: The Complex offers 19 new divisions for federal agencies and important contractors to enhance your <http://bondingsm.com/Cronkings/DeltaGreen> campaign. Each dossier describes the entity's budget, operations, organizational structure and history, mandate, areas of focus, with other agencies, suggested professions for Delta Green agents, and what it like to work there. Scheduled to ship in December 2018.  
APU 8135 ..... \$24.99

**ARCHONA GAMES**

**WARRIORS**  
In Galactic Warlords Battle for Dominion, you play as one of the Warlords, with purpose to establish your domain over the controlled galactic region that was known as the Prekkel Federation, and score the most points at the end of the game. You will do this by playing your hired Mercenaries represented by cards from your hand in your Command Area. Each of the Mercenaries will come with their own unit such as Troops, Tanks and Assault and others, by using these units and actions, you will be able to exert control over the planets in the galaxy and gain Power throughout the game. Scheduled to ship in November 2018.  
ARG 010 ..... \$59.00

**EXTANIUM** ADM 31724 ..... \$2.99

**PASHALLA** ADM 31634 ..... \$2.99

**DRAGON SHIELD: PLAYMAT**  
Scheduled to ship in January 2019.

**PLAIN BLACK** ADM 20501 ..... \$14.99

**PLAIN WHITE** ADM 20500 ..... \$14.99

**SMALL STAR EMPIRES**  
Small Star Empires is a quick arena control game for 2-4 players. In this game, players colonize the galaxy using their ships, which they move on a modular board containing hexagonal spaces (systems). The modular board is made up of seven different double-sided sector tiles, which allows for a different map and different experience each time you play the game. During a turn, a player must move one of their ships on the board, as far away as they want, but they cannot go over systems controlled by other players. Scheduled to ship in November 2018.  
ARG 001 ..... \$35.00

**SMALL STAR EMPIRES: DAWN OF DISCOVERIES**  
After decades of geological tests done on a remote research station deep in Tulloran space, scientists stumbled upon amazing discovery. They found that the rare crystals they were studying have enormous amount of energy, unlike anything they've seen before. The discovery of these crystals led the galaxy to a new era of technological breakthroughs, as it was already going through exciting and turbulent times since the start of the first major intergalactic conflict. How will you use the possibilities that the powerful crystals have to offer? Scheduled to ship in November 2018.  
ARG 003 ..... \$20.00

**SMALL STAR EMPIRES: THE GALACTIC DIVIDE**  
After decades of colonization, the spacefaring races have finally come to the moment where their own colonized space is not enough. Tensions are rising on each civilization tries to force its agenda upon the crowded galaxy and finally in position. When using Small Star Empires: The Galactic Divide, at the beginning of the game you choose which civilization to play with and take its corresponding civilization board. Each civilization board has unique abilities that cost certain amounts of power to play, and a track on which you mark the amount of power you have available. Scheduled to ship in November 2018.  
ARG 002 ..... \$20.00

**ASMODEE EDITIONS**

**BARA YAGA**  
After slipping through the crooked fingers of Baba Yaga, you manage to escape her house. Then the witch pursues you aboard her flying cauldron! To escape, you need to cast three spells but the ingredients of all three are scattered throughout this strange forest. Scheduled to ship in January 2019.  
ASM PB1113 ..... \$24.99

**FEATURED ITEM**

**JUNGLE SPEED: KIDS**  
In this new Jungle Speed version for kids, be the first to catch the token when two identical cards appear. The goal of the game is to get rid of all the cards as quickly as possible. Jungle Speed Kids is a lot of fun. Test your reflexes and be very quick.  
ASM JSK002 ..... \$14.99

**FEATURED ITEM**

**TREASURE ISLAND**  
Long John Silver's crew has committed mutiny and has him cornered and tied up! Round about round, they question him about the location of his treasure and explore the island following his indications. Or his misdirection? Who knows... The old sea dog is surely planning on escape, after all, other which he will definitely try to get his treasure back... Scheduled to ship in November 2018.  
ASM TR01 ..... \$59.99

**FEATURED ITEM**

**VISIOO**  
A game of observation and speed! Challenge the other players in a test of speed and observation: be the first to find 20 items of the same kind on the cards you can see. As the cards pile up on the table, the tension rises. Collect the most cards and win the game! Scheduled to ship in November 2018.  
ASM VS01 ..... \$14.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



## FEATURED ITEM

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

## OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

## SPOTLIGHT ON



**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at **Editor@GameTradeMagazine.com**



# PATHFINDER®



It's hard to believe that it's been 10 years since the *Pathfinder Roleplaying Game* took the tabletop industry by storm, but it's true. In the decade since, Pathfinder has sold over half a million copies, has been translated into 11 languages, and has been adapted into comic books, novels, a cooperative card game, and the popular *Pathfinder: Kingmaker* CRPG. But Pathfinder's journey is far from over! In August of this year, Paizo will release the highly anticipated second edition of the game, providing players and Game Masters both old and new with all the tools they need to embark on their next great adventure.

*Pathfinder Second Edition* is the culmination of years of system design, a year-long public playtest, and the feedback of over 125,000 gamers. The next evolution of fantasy roleplaying, *Pathfinder Second Edition* is designed with one guiding principle: give the players and Game Masters all the tools they need to tell their own epic stories without the complexities and limitations of existing systems. At all levels of play, Pathfinder gives your character something amazing to do, leaving your imagination as the only limit to your adventuring possibilities.



At the heart of the *Pathfinder Second Edition* launch is the *Core Rulebook*, a massive 640-page tome serves as the foundation of the game, with all the information a player needs to make a character and a Game Master needs to run a game. The rules are designed for quickness of play and ease of learning while maintaining the deep level of character customization *Pathfinder* is known for. Six simple decisions during character creation (ancestry and heritage, background, class, and one major class decision like a druid's order

or a wizard's school specialization) allow for over 40,000 unique character builds, and that's before further customizing the character with feats, spells, and other options!

Complementing the *Core Rulebook* is the 360-page *Pathfinder Bestiary*, featuring over 400 monsters designed to challenge players of all levels. From genre classics like dragons, orcs, and vampires to brand-new creations like the living-nightmare nilith and the three-headed mutoli, the creatures in this book bring every encounter to chilling life. More efficient stat presentation leaves more space for lore, each bit of which is sure to inspire countless new adventures. It's not just for Game Masters, however, as player characters will find many monsters within to summon, turning the tide of battle in their favor.

Both the *Core Rulebook* and *Bestiary* are designed to spark the players' and GM's creativity, inspiring new characters and plotlines so that each group can collaboratively craft exciting and memorable stories of their very own. Game Masters looking for a leg up on

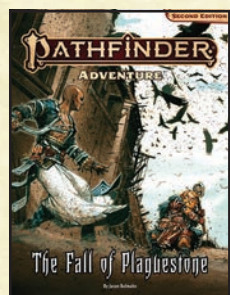


PATHFINDER RPG: CORE RULEBOOK HARDCOVER (P2)		
PZO 2101 .....	\$59.99	Available August 2019!
PATHFINDER RPG: BESTIARY HARDCOVER (P2)		
PZO 2102 .....	\$49.99	Available August 2019!
PATHFINDER RPG: ADVENTURE - THE FALL OF PLAGUESTONE (P2)		
PZO 9555 .....	\$22.99	Available August 2019!
PATHFINDER RPG: FLIP-MAT - THE FALL OF PLAGUESTONE (P2)		
PZO 30100 .....	\$14.99	Available August 2019!
PATHFINDER RPG: ADVENTURE PATH - AGE OF ASHES PART 1 - HELLKNIIGHT HILL (P2)		
PZO 90145 .....	\$24.99	Available August 2019!
PATHFINDER RPG: LOST OMENS WORLD GUIDE HARDCOVER (P2)		
PZO 9301 .....	\$36.99	Available August 2019!
PATHFINDER RPG: GM SCREEN (P2)		
PZO 2201 .....	\$19.99	Available August 2019!
PATHFINDER RPG: COMBAT PAD (P2)		
PZO 2203 .....	\$24.99	Available August 2019!
PATHFINDER RPG: CONDITION CARD DECK (P2)		
PZO 2204 .....	\$22.99	Available August 2019!
PATHFINDER RPG: CHARACTER SHEET PACK (P2)		
PZO 2202 .....	\$14.99	Available August 2019!





their campaigns need look no further than Second Edition's debut adventure offerings, which come in two formats on the day of the new game's launch.



The first, a 64-page adventure called *The Fall of Plaguestone*, provides a standalone "origin story" for any band of canny adventurers, establishing how unlikely heroes meet and join forces to overcome their first challenge as a team. Hired as guards on a merchant's caravan, the player characters must uncover the truth behind a murder mystery before the citizens of the town known pejoratively as Plaguestone lay the blame squarely at their feet. Designed by Pathfinder's

Director of Game Design, Jason Bulmahn, *The Fall of Plaguestone* is a great introduction to the new rules both for players upgrading from past editions or other game systems and for Game Masters looking to ease their way into more complex challenges as the story progresses.

The double-sided *Fall of Plaguestone Flip-Mat* details the adventure's most iconic location, the lair of an evil alchemist, in stunning, full-color glory, saving the Game Master time and effort and furthering the players' immersion into the story. The map's reusable surface is compatible with wet and dry-erase markers allowing for easy customization or use beyond the scope of *The Fall of Plaguestone*, making it the perfect accessory for any Game Master!



Split into six self-contained chapters, released monthly in 96-page softcover volumes, the *Age of Ashes Adventure Path* takes player characters from their lowly beginnings as 1st-level neophytes to the heights of power as 20th-level heroes. Each volume also features location gazetteers, overviews of various cultures and organizations, monster ecologies, deep dives into the setting's religions, and new creatures, all designed to give the GM everything they need to tell a compelling, immersive story. New character options appear throughout for Game Masters to provide as rewards for player characters, ensuring that the actions the heroes take during their adventures leave an indelible mark upon them, reflecting their experiences.

In the first chapter of the *Age of Ashes*, *Hellknight Hill*, the PCs must explore an abandoned hellknight citadel and uncover the source of strange flames that have begun appearing atop the fortress's highest parapets. What they discover will send them on a world-spanning journey and pit them against countless foes set on ushering in an apocalyptic age of flame and destruction, sure to leave the world nothing but burnt ash.

Whether you're a Game Master or player, running through a homebrewed scenario or a published adventure, no campaign is complete without a detailed world in which it takes place. The *Lost Omens World Guide* provides everything a player or GM needs to adventure in the Age of Lost Omens, providing historical and cultural context for the game's myriad stories. Ten geographical and thematic regions spanning two continents are presented here, each with new character backgrounds and archetypes for players, and countless plot hooks to inspire players and GMs alike.



As if nearly 1,300 pages of new game material weren't enough to cement *Pathfinder Second Edition* as the most heavily supported RPG launch in history, four additional game accessories accompany the above-mentioned books, each designed to aid players and Game Masters at the table, speeding up play and furthering immersion into the world and story. The *Pathfinder GM Screen*, *Pathfinder Combat Pad*, and *Pathfinder Condition Card Deck* provide quick reference to the game's rules, so they're right at hand when you need them. Keep your focus out of the rulebooks and keep your head in the game with these Game Master accessories.



Finally, players will love the *Pathfinder Character Sheet Pack*! Each of the game's 12 classes gets a specially designed two-sided character sheet, and additional sheets track more universal rules like equipment and spells, making it quick and easy to find just the thing on your character sheet to solve any problem! The packet comes in a special folder with flaps to protect and organize character sheets, handouts, and more, so everything you need to run the game is right at hand.

So, whether you're a player or Game Master, *Pathfinder* has just the thing to get you started on your next exciting adventure. Whether it's a new adventure to challenge your players or new rules to make that character you've been itching to play, August promises endless opportunities. What story are you going to tell?

...





# GAMING THROUGH HISTORY

## Condottiere

ZM008 | \$29.99

2-6 | 20-45' | 10+

## History of the World

ZM005 | \$69.99

3-6 | 120-180' | 14+

## The Great City of Rome

ZA001 | \$39.99

2-4 | 60' | 10+

## Pandemic: Fall of Rome

ZM7124 | \$49.99

1-5 | 45-60' | 8+

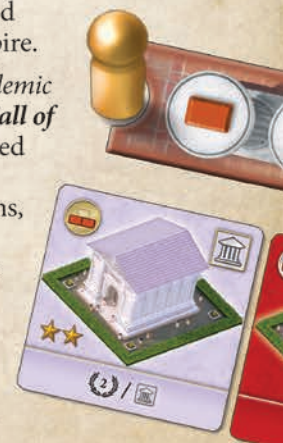
A drumbeat echoes in the distance. The hum of the city quiets, listening as the cadence continues its steady approach, getting louder with each thunderous boom. The army approaches, ready to conquer and increase the reach of the empire. The general commands his army forward and the battle has begun.

Whether you're building grand new cities, holding back the barbarian hordes, or conquering territory to build your empire, these four historical games let you rewrite antiquity!

## FORTUNE FAVORS THE BOLD

At the height of its power, the Roman Empire held more than two million square miles of territory containing over a hundred million people. Throughout the centuries of its existence, the Empire brought major advancements in engineering, architecture, science, art, and literature. By the beginning of the 5th Century, decades of political corruption, economic crisis, and an overburdened military had exacted a severe toll on the stability of the Empire. This paved the way for severe incursions from aggressive barbarian tribes, leading to a decline from which Rome would not recover. Now citizens, soldiers, and allies of Rome must unite to protect the Empire.

Combining the cooperative gameplay of *Pandemic* with innovative new mechanics, *Pandemic: Fall of Rome* takes players back in history. A weakened military has left the borders open to invasion from countless tribes such as the Anglo-Saxons, Goths, Vandals, and Huns. As you march through the Roman Empire, you must recruit armies, fortify cities, forge alliances, and face off against the invading hordes in battle. Take on unique roles with special abilities to improve your team's chances to protect against the invaders. Work together, use your skills wisely, and stop the fall of Rome!





## CONTROL ITALY

During the Renaissance Era, Italy was divided into numerous independent city-states. While bursting with wealth, the city-states' growing concern over jealous neighbors invited the rise of the Condottieri, ambitious leaders of powerful mercenary armies. Players hire the Condottieri to engage in battle and establish influence in the many regions of Italy. If a player can claim three adjacent regions or five regions total, they gain control and win the game. However, players must be careful in how they send out their mercenaries, as only the strongest army will win the battle. How much will you risk to win? Complete with bold assaults and clever feints, *Condottiere* gives each general a chance to display their strategic prowess.

## ESTABLISH YOUR LEGACY

The Roman Emperor has summoned the world's finest architects to rebuild the Eternal City, but only one plan will be realized in brick and marble. The construction of a city is a complex endeavor, requiring meticulous planning, dedicated workers, and sturdy materials. Before the work can start, players must first travel to the court of the Emperor for blueprints and materials to enact their plan. Using emissaries to earn the Emperor's favor, players can claim spaces on a unique action strip to strategically prepare and move their city plan forward. Send out your emissaries wisely. Spending less time beseeching the Emperor leaves more time to gather resources and materials. Balancing your priorities each round is key to victory.

City planning requires the careful arrangement of housing, utilities, and amenities in order to maximize the satisfaction of its denizens. Once you have drafted buildings and materials, carefully arrange your residential areas with nearby public buildings, and add in aqueducts, and temples in order to score the most points, earn the Emperor's favor, and assure your legacy. Can you rebuild *The Great City of Rome*?

## FORGE YOUR EMPIRE AND REWRITE HISTORY

The Romans. The Mongols. The Ottomans. At their height, these empires stretched to the far corners of the known world and set the course of human civilization for centuries to come. But whether through technological advances, the rise of ambitious new leaders, or unpredictable calamities, even the mightiest of empires has eventually been brought to its knees. Take an epic ride through history and experience the ebb and flow of human civilization firsthand. Watch empires rise and fall and create your own history in the remastered edition of *History of the World*!

*History of the World* spans the dawn of civilization to the twentieth century. Five epochs give you the chance to outsmart and outmaneuver your opponents as you vie for control of territories. Select your empire carefully in each era, choosing a larger army or the ability to conquer first. Push your armies to the edges of the known world, gain points for your conquests, and have your immortal name etched into the annals of history.

*"The battlefield is a scene of constant chaos. The winner will be the one who controls the chaos..."*  
— Napoleon

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# CATAN<sup>TM</sup>

## SCENARIOS

### HELPERS OF CATAN

#### Get By With a Little Help From Our Friends

Anyone that has spent any time on the island of Catan knows a helping hand and a strong network of allies can make all the difference. After all, attempting to build homes on a new island game after game isn't easy.

With *Helpers of Catan*, the locals are more than happy to make sure your game moves ahead without a hitch.

#### Good Friends Are Hard to Find

A number of characters that have appeared throughout Catan lore have been brought together to come to your aid. When you play Catan, there are inevitably times where you'll find yourself in a sticky situation. Each of these ten Helpers has a unique ability designed to help you out of specific rough spots.

If your road gets cut off right after you built it, call Louis. He'll help you move your route.

If no one will trade with you, Nassir's influence will open doors and up to two other players will have to make a trade.

Lin chases off the Robber. Marianne

makes it easier to get resources.

Candamir makes it easier to buy Development Cards. William makes it easier to build roads. Vincent lets you use knights that will never lead to largest army.



Despite their powerful abilities, Helpers require skill and care to deliver maximum benefits. You only get to have one Helper at a time, and you can only exchange Helpers after using them. For example, if you have Jean, you must first use her ability to exchange specific resources at a two-to-one trade before you can ask for the aid of another Helper.

Once you've used a Helper twice, you must return the character to the supply and take a different one. Choose carefully! If you select a Helper with a randomly activated ability, like Sean's protection from losing cards when a 7 is rolled, they might stick around for a long time. Likewise, if you are in first place and have a helper like Hilde who helps when a player is behind, it will be difficult to use her skill before trading for a new Helper.

#### Friends in Space!

If you like the Helper features and an extraterrestrial twist, you'll love the crew of the *Star Trek Enterprise* in the *Star Trek Catan* game. Who couldn't use a little help from Captain Kirk or Commander Spock from time to time?

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#### About Catan Scenarios: Helpers of Catan

This scenario is designed for 3-6 advanced *Catan* players ages 10 and up. It does not substantially alter the time to play *Catan*, which can vary based on the number of players and expansions in use.





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# RAVNICA INQUISITION

## MAGIC THE GATHERING: RAVNICA INQUISITION

WZK 73139 ..... \$14.99 | Available June 2019!

Nicol Bolas's schemes have been unveiled, and the ten guilds of Ravnica have convened to plan a way to thwart them. A *Magic: The Gathering* themed social-deduction game for 5–10 players, *Ravnica: Inquisition* is set on the fan favorite plane of Ravnica during the War of the Spark. Players are representatives of these guilds, and their decisions will change the fate of the plane forever. Of course, Nicol Bolas would not allow such a meeting to occur without sending in his own agents, so it will be up to the players to discover the traitors in their midst and elect a Council of Colors who can root them out. Players will have to use subterfuge and smarts to outwit their opponents, gather allies to their side, and ultimately determine the future of Ravnica!



*Ravnica: Inquisition* begins by assigning each player to one of the guilds of Ravnica, and the guild's card is placed face up in front of them so all players know which color pair they represent. We recommend you start with the guilds featured in *Ravnica Allegiance*, and then add more guilds from there, making sure all colors are represented equally. All players are then dealt a role card face down, which determines if they are loyal members of the Gatewatch or an Agent of Bolas, sabotaging the council to further Nicol Bolas's scheme to conquer Ravnica and help him ascend to godhood. The Color Leader deck, which determines the order in which the Council of Colors will be elected, and the Targeting deck, which determines eligible targets for the Color Leader's special abilities, are set aside.



Gameplay is split into multiple short rounds, which makes *Ravnica: Inquisition* a quick, snappy deduction game that doesn't get mired in long discussion. For the initial five rounds, a Color Leader card

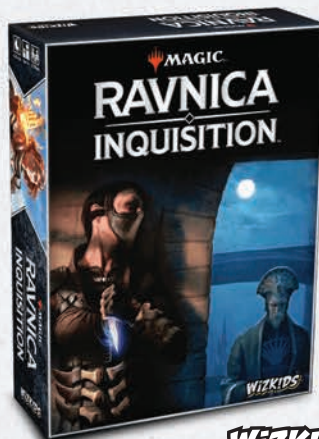
is flipped face up from the deck, and the players have two minutes to discuss who they think should be elected the leader of that color. There is a twist however; only a player whose guild color identity matches the Color Leader card is eligible to be voted for. For example, in a five-player game everyone would have to choose between the Azorius player and the Simic player to be the blue Leader, but when playing a full ten-player game the Izzet player and Dimir player would also be campaigning for your vote. Once a player is elected a Color Leader, they will get to use their special power to root out Agents of Bolas, or to sow further confusion in the ranks. Each Color Leader has a unique power that matches the philosophy of that color. One example is the white leader, whose power allows them to reveal their Role Card to a player they select, showing the selflessness of white. On the other hand, the red leader will gain an Ablaze card, which they will get to use in the final round to eliminate a player — deciding you know who needs to be eliminated better than the council and torching them to a crisp is definitely in red's wheelhouse.



Once all the Color Leaders have been elected and have used their special power, you enter the final round. Players set a 5-minute timer and discuss who they wish to vote out. Once the timer has run out, the Color Leaders vote for one player to eliminate. After this is done, all players reveal their Role Cards and if at least two Agents of Bolas have been eliminated, the Gatewatch wins! However, if one or none of the Agents of Bolas have been eliminated, then Nicol Bolas's schemes come to fruition and Ravnica — and likely the Multiverse — is lost. Until, of course, you reshuffle the decks and play again, and this time you certainly won't trust the Golgari player...

*Ravnica: Inquisition* is releasing in June this year and will be available at your friendly local game store! The MSRP for a copy is \$14.99 and it also includes a Dimir-themed notepad and pencil for taking notes during the game. Whether you are taking a break during Friday Night Magic or just looking for a new social-deduction experience, *Ravnica: Inquisition* offers fun and unique gameplay straight from the streets of Ravnica!

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- Playable as a stand alone 2-4 player game

### Contents

- 200 Cards
- 4 Ship Tokens
- Game Board
- 50 Honor Tokens
- Rulebook



Stock #: 10171  
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# A TRULY



## EPIC CARD GAME DISPLAY (6)

WWG 300 ..... \$89.94 | Available Now!

*Epic* is a fast-paced card game of fantasy combat designed by *Magic: The Gathering* Hall of Famers Rob Dougherty and Darwin Kastle. It packs all the amazing game play and beautiful art of a trading card game in a little box at an unbelievably low price.

*Epic* is designed to provide great draft and sealed deck play right out of the box. If you are a trading card game veteran, you know what this means, and yes, it is every bit as awesome as you think it would be.

If you haven't played trading card games before, you are in for a real treat. Sealed and draft are incredibly fun! Unfortunately, with most trading card games, they can also be incredibly expensive (like \$10-\$30 every time you play).

However, with *Epic* you get all the fun without that scary price tag. A single box of *Epic* contains 120 unique cards, each with its own art and game mechanics. This allows up to four people to play draft or sealed again and again with great game play *every single time*.

Just that would be an unbelievable amount of game for the money, but there are more ways to play. By simply dividing up the cards by the four colors (yellow, red, green and blue) you will have four preconstructed decks, each balanced for play against the others.

With sealed, draft, and preconstructed decks, up to four players can play out of a single copy of the game. There is another way to play, called "constructed," where each player needs their own copy of the game. In constructed, you build a deck at home using your entire *Epic* card collection to play against a friend who did the same thing.



While *Epic* gives you the full trading card game experience at a tiny fraction of the cost, *Epic* is NOT a trading card game. There are no random packs or hard to get cards. When you buy the game, you get everything you need to play. You know exactly what cards you're getting. You can literally play and enjoy *hundreds* of games with just the base set.

## PLAYING EPIC

In *Epic*, each player starts the game with a score of 30 health. Your goal is to eliminate your opponents by reducing their health to 0. Set up is **fast**. To play a basic game, just shuffle and deal each player a 30-card deck and you are ready to go!

You start the game with a hand of five cards and draw a new card at the start of your turn. Your cards represent powerful champions that will fight for you or game changing events you can use to thwart your opponent.

Each turn every player in the game gets one "gold." Some cards cost a gold to play, others are free. This means you can play **any** card in your hand from the very first turn. There is no slow building of resources in this

game. *Epic* starts at full throttle!

A game of *Epic* might go something like this:

On our first turn, you play a Frost Giant and attack your opponent. Not wanting to take 8 damage, he plays a Surprise Attack and drops a T-Rex on the board, blocking and killing your giant. You Fireball the injured dinosaur finishing it off, then end your turn. Your opponent draws a card at the start of his turn, then plays a Dark Knight and attacks you for 5, knocking you down to 25 Health. Then he plays a Blue Dragon, drawing a card and blasting you down to 23 health. You need some answers, so before your opponent ends his turn you play an Ancient Chant and draw 2 cards. Hmm... What should you do next, wipe out the board with an Apocalypse or drop a massive Burrowing Wurm on the table? Welcome to turn two, *Epic* style!

## EXPANDING YOUR GAME

While the 120 card *Epic* base set provides a ridiculous amount of great game play, adding additional cards adds even more variety and allows for more players. For those who want to expand their *Epic* card collection, there are 14 different expansion packs available (4 different *Tyrants* packs, 4 different *Uprising* packs, and 6 different *Pantheon* packs). Each pack sells for \$4.99 and contains 12 unique *Epic* cards - you never get a duplicate card in *Epic*!

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PZ090145





# Blood & Plunder

28 MM HISTORICAL MINIATURES GAME

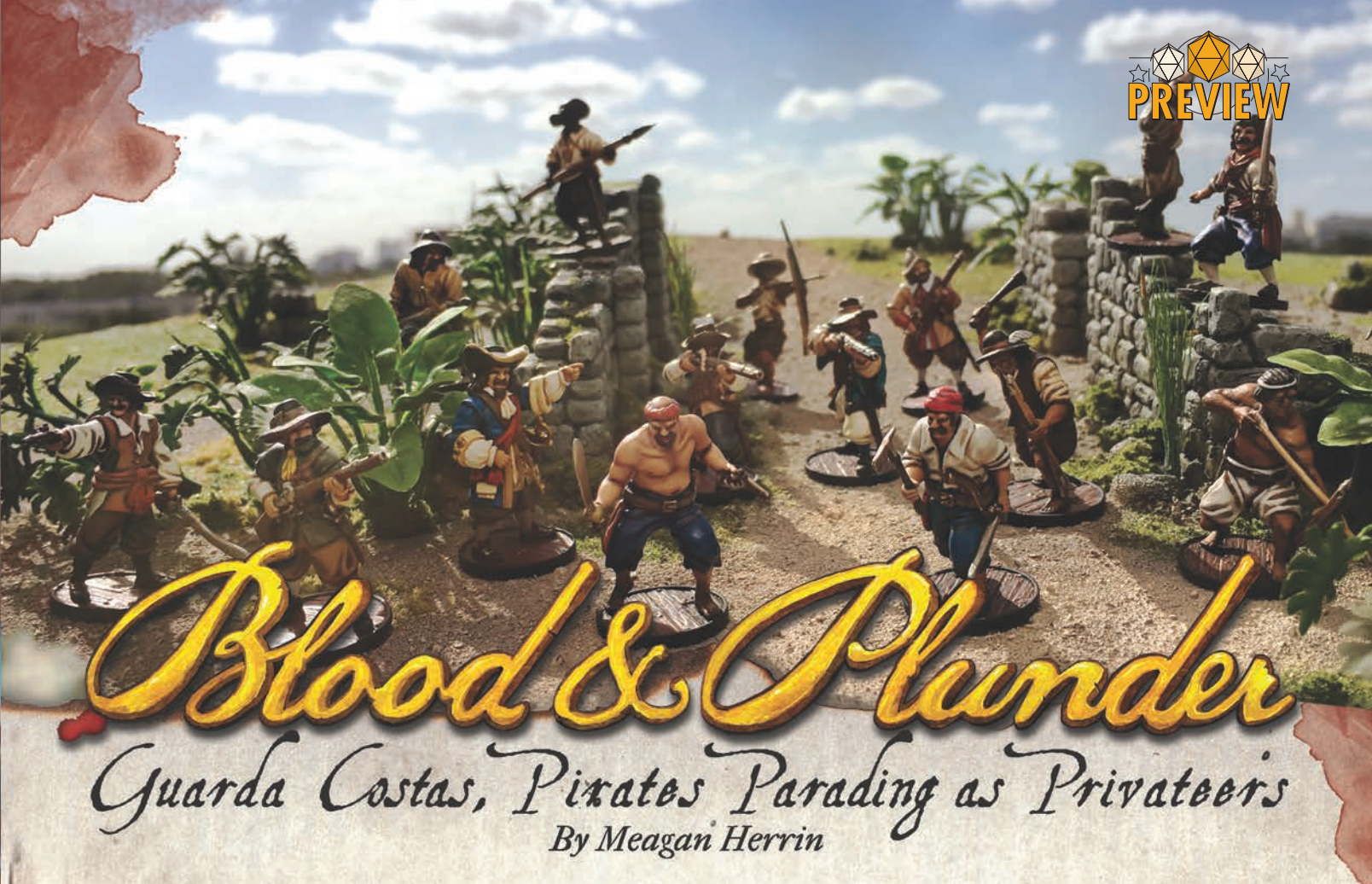
*Set during The Golden Age of Piracy*

*Blood & Plunder* is a 28mm miniature war-game set in the New World during the 17th century. Featuring an innovative initiative system and simple and intuitive rules. This fast paced, highly tactical ruleset can be played on your average kitchen table in about 2 hours and is sure to appeal to both casual and competitive players.

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## THE FACTION

These Spanish privateers are commissioned for local coastal defense against smugglers and pirates. Although this may make them sound like a naval volunteer service, they are regarded more often as pirates themselves amongst the English, French, and Dutch sailors they pursue.

Guarda Costas assume the duty of seizing hulls and arresting crews of any non-Spanish vessel found carrying *frutas de las Indias*. These goods are anything that may have been produced by the Spanish Main. The Guarda Costas are a mixed lot and certainly consist of more than just white Spaniards. Amongst their ranks are Spanish and Portuguese peninsulares, Spanish criollos, Levanters, Italians, Corsicans, Native Americans, Africans, and mixed races. These privateers are known to be as brutal as any buccaneer or filibustier and their captains just as swashbuckling. Under your command, can these merciless enforcers defeat the fury and tactical intelligence of their greedy enemies?

## BRETHREN & ALLIES

The Core Units of the Guarda Costa are the Marineros and Milicianos. Support Units can be added from the originally released models as well as the No Peace Beyond the Line expansion in the form of Lanceros or Marineros Piqueros (using Lanceros models), Milicianos Indios, (Dutch) Zeelieden, and (Unaligned) European Sailors.

If you're keen on taking this force to an army scale battle, you can find allies in the Spanish Corsairs, Caribbean Natives, Spanish Militia, or the Armada de Barlovento. Whatever your intentions, a fun starter list can easily be made up from a Spanish Nationality Starter set and supplemented with an additional unit of Marineros and a Sloop.

## CAPTAINS & COMMANDERS

Allying oneself with the Guarda Costas also offers a solid handful of command options. You can choose between two legendary captains: Manuel Rivero de Parda or Juan Corso. Alternatively, you might enjoy allying with the Irish Catholic captain, Philip Fitzgerald, whose vendetta against the English drives him to happily take up Guarda Costa commissions. Also available are the two fierce Spanish captains, Don Francisco and Francisco de Peralta. Or you may prefer the Dutch captain, Jan Erasmus Reyning, whose cunning drives a mercurial change in allegiances, always assuring him the upper hand in his endeavors. Of course, if you prefer to sail with an unnamed commander and be the master of your own story, you can choose any version of the Guarda Costa Commander.

No matter your choices, this faction is an excellent pick to get your feet wet with *Blood & Plunder*, especially if you've been eyeing naval or amphibious battles.





# CORINTH

Sébastien Pauchon

DAYS OF WONDER

## CORINTH

DOW DO8801 ..... \$24.99 | Available May 2019!

Corinth's markets are alive with traders from across the Mediterranean Sea looking to make their fortune. There is no better port to secure one's future as the most accomplished trader. In *Corinth*, designed by Sébastien Pauchon and published by Days of Wonder, players become these traders as they attempt to become the most well-known amongst their peers.

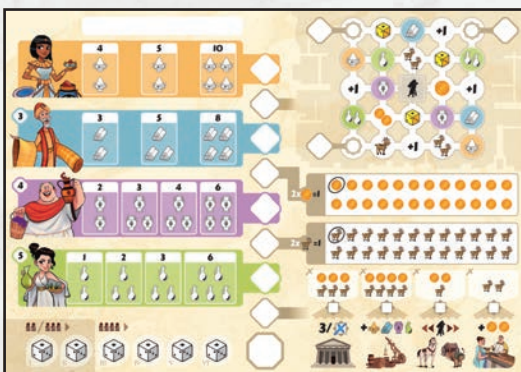
*Corinth* is a 2 to 4 player game of strategic choices. Everyone tracks their progress towards becoming the city's most famed trader on their Player Sheet. Each round, dice are rolled and assigned to the shared Harbor board, determining goods in a District and the amount of Gold and Goats available. Players take turns claiming the dice from the board and taking the appropriate actions on their sheets or moving Corinth's Steward and contracting buildings one at a time.

The Harbor is where every trader starts their day. The first player rolls nine white dice and groups the dice by value. They then place the group representing the highest value (for example, three dice showing 6) at the top of the Harbor board in the Gold District. The remaining dice groups are placed starting from the bottom, with the lowest value in the Goat District, and so on. If the rolling player has the Gold, they may purchase up to 3 special, yellow dice to roll alongside the regular dice, giving them more robust options.

After setting the Harbor, the first player picks a set of dice from a District and performs that action. If they don't choose the yellow dice, they remove them from the Harbor board. Other players will need to spend their hard-earned coin for the privilege. The chosen District and its dice determine the player's action that turn. For example, the Gold and Goat Districts earn a player those resources in the number of dice they picked up, so three dice in the Gold District nets a player 3 Gold.

The remaining Districts represent goods. The player who chooses dice from one of these Districts will cross off the number of goods delivered (the number of dice claimed) from the matching colored shop on their Player Sheet. When a shop has received the amount of goods required, the player gets the points indicated on their sheet above the completed shop. The first player to complete all the shops in a District (besides the orange one) will earn bonus points. Of course, the Corinth's market offers other opportunities to prosper, and the Steward is happy to help.

Players can forgo the action of their chosen District to move the Steward through the market instead. The Steward moves through the market based on the total value of the dice chosen, so three dice showing a 1 will move him 3 spaces. Players will draw the route of their Steward through the Market on their sheet and will earn additional goods to bring to the shops, Goats, Gold, or bonus points depending on where he stops. Utilizing the Steward demands planning. He must make his full movement and



can never pass through or end his turn on a space previously crossed through or visited. Gold talks, so players can pay to increase or decrease the Steward's movement. However, if the Steward has no viable path on a turn, the player cannot use him.

Once a player takes their District action or moves the Steward, they now have the chance to Construct Buildings to further their goal. Depending on the building, certain amounts of Gold and Goats are required. Temples give players additional points at the end of the game for every building. Warehouses award players extra goods. Stables assist in modifying the Steward's movement. The Store earns players more Gold. When a trader invests in Corinth, they are rewarded appropriately, so don't forget to build.

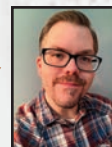
After everyone crosses the last turn marker off their Player Sheets, the game ends and points are totaled. The person with the most points is declared the victor, becoming Corinth's most well-known trader.

A game of *Corinth* is fast and fun, lasting around 20 minutes. Designer Sébastien Pauchon recommends the game to families and those new to the hobby. However, veteran gamers may recognize the mechanics of *Corinth* and designer Sébastien Pauchon because it shares a lineage with a previous Pauchon game, *Yspahan*. Sébastien believes *Yspahan* fans will enjoy *Corinth* and its fresh take on his classic that offers a brand-new experience to everyone.

*Corinth* is available in May 2019 at your friendly local game store!

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*Jared Miller is a Marketing Manager for Asmodee USA, enjoys coffee, reading comic books, and petting his dogs. He'll happily pet dogs that aren't his as well if the opportunity arises. His passion for games is backed up by over 14 years of combined experience in retail and publishing.*







# Rick and Morty

Rick and Morty are on a planet that's purging.  
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Get ready to unleash your purging instincts with Rick and Morty as you fight to survive the annual purge festival on an alien planet. Play your cards right and you'll make it out alive! Based on the popular episode of the TV show, **Rick and Morty: Look Who's Purging Now Card Game** utilizes Cryptozoic's new GRYPHON card game engine to deliver gameplay that unfolds at lightning speed and is easy to learn.

**MSRP: \$15**  
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- Simple, addictive gameplay that rewards both luck and strategy
- Weapon Cards are found items or Rick's inventions, leading to effects that can change the outcome!
- Play as Rick, Morty, and others with art from the unforgettable episode of the show



**[adult swim]**

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# A WINGS OF GLORY GAME **TRIPODS & TRIPLANES**

## **WINGS OF GLORY: TRIPODS & TRIPLANES MKIII SQUID TRIPOD PACK**

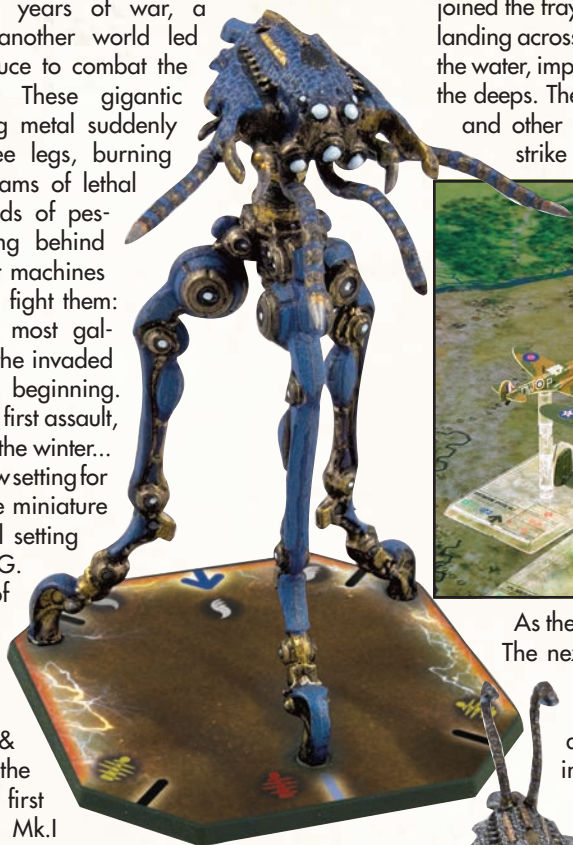
**AGS WGF803A..... \$19.90 | Available June 2019!**

In March 1918, after years of war, a monstrous invasion from another world led the warring nations to a truce to combat the Martian Tripods together. These gigantic fighting-machines of shining metal suddenly appeared, striding on three legs, burning villages and farms with beams of lethal heat-rays and leaving clouds of pestilential black smoke trailing behind them. The most modern war machines of Earth were dispatched to fight them: airplanes, manned by the most gallant and skilled warriors of the invaded planet. But it was only the beginning. After the brutal months of the first assault, the second invasion came in the winter...

*Tripods & Triplanes* is a new setting for the *Wings of Glory* airplane miniature game, twisting the historical setting with a crossover from H.G. Wells' novel "The War of the Worlds." Players take control of a Martian Tripod or fly the most advanced WW1 airplanes. Following the release of the Tripods & Triplanes Starter Set and the Tripod Packs with the first generation of tripods, Mk.I "Locust" and Mk.II "Scarab," now it's time for the second invasion wave, bringing even more advanced colossal machines.

Unlike the first assault, when astronomers observed clouds of dust rising and falling on Mars several months before the attack, this second rain of cylinders began without warning. Scientists theorized that there must be a Martian presence somewhere closer to Earth than Mars. Telescopes swept the skies, looking for clues to the source of this second wave. Some suspected the Martians had a base on the dark side of the Moon; others believed there must be a "Martian Argus," a carrier-ship of tremendous size, slowly approaching our world from the darkness of space. Others looked toward Venus, suspecting the Martians had invaded that world, too. Wherever these new tripods came from, they were of a different design from the first models encountered. The Martians had learned well from their initial foray, and these new tripods were faster and more agile, and better able to track fast-moving aircraft.

The Martians on Earth were clearly in contact with the source of these reinforcements, although no radio-transmissions or other signals were ever detected by any human instrument. The new cylinders fell mostly just behind the Martian front lines, so the new tripods



## **WINGS OF GLORY: TRIPODS & TRIPLANES MKIV CUTTLEFISH TRIPOD**

**AGS WGF804A..... \$29.90 | Available June 2019!**

joined the fray within hours of landing. Other cylinders fell to the west, landing across France and the British Isles. Some cylinders even fell into the water, implying the Martians were plotting some sort of assault from the deeps. The invaders targeted cities, power plants, railway bridges and other strategic objectives, combining the fury of an artillery strike from the heavens with the deployment of new horrors.



As the war rages across Europe, our leaders look to the future. The next time of Mars' close approach comes in 1920. Will that year bring yet more invaders from the red planet? Will there be any humans alive and free by then — or, against the odds, will humanity win a desperate victory in this war of the worlds?

With the beginning of the Second Martian Invasion, two new tripods enter in the battlefield — the Mk.III "Squid" and the Mk.IV "Cuttlefish."

Agile and deadly, the "Squid" is one of the most lethal weapons of the Martian invaders. Its arrival is often a warning of a pending massive assault of the Tripods, but one of these scouts is fully capable of destroying Earthlings by himself.

The Mk. IV "Cuttlefish" Tripod is the ultimate weapon of the invader — or maybe this monstrous achievement of alien technology is just the forerunner of even worse things to come... With its powerful energy shields, long-range heat ray, and multiple black smoke launchers, the "Cuttlefish" is yet undefeated on the battlefield — but the best WW1 aces are ready to find out who will be the first to destroy one.

*Tripods & Triplanes* is also being improved and expanded with accessories: additional counter sets and damage decks to play larger games, and a *WW2 Counter Set* including all you need to play Tripods against World War Two airplanes: a new invasion, in 1940, is ready to start!

...



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# CRYPTOZOIC'S NEW GRYPHON ENGINE TAKES FLIGHT

WITH CARD GAMES BASED ON *RICK AND MORTY* AND *CHALLENGE OF THE SUPERFRIENDS*

**RICK AND MORTY: LOOK WHO'S PURGING NOW CARD GAME**  
CZE 27732..... \$15.00 | Available April 2019!

**CHALLENGE OF THE SUPERFRIENDS CARD GAME**  
CZE 27718..... \$15.00 | Available April 2019!

In April, Cryptozoic will release two games that utilize its new Gryphon card game engine: *Challenge of the Superfriends Card Game* and *Rick and Morty: Look Who's Purging Now Card Game*. The Gryphon Engine is based on *Eggs & Empires*, the popular game designed by Matt Riddle and Ben Pinchback that was released in 2014.

Adam Sblendorio, VP of Creative at Cryptozoic, and Matt Riddle both answered some questions for *GTM* about why gamers out there should check out these two new titles and get excited about the future of the Gryphon Engine.

## GRYPHON ENGINE Q&A WITH CRYPTOZOIC'S ADAM SBLENDORIO

### Can you tell us about how Cryptozoic's new Gryphon Engine was created?

Matt Riddle (on behalf of Ben Pinchback and himself) made us aware that *Eggs & Empires* and its engine/gameplay rights were in their court and asked if Cryptozoic was interested. We went out and got a copy and played it... and played it, and played it some more. We fell in love with its combination of approachability and depth, but most importantly, it's really fun.

### Cryptozoic is well-known by gamers for its Cerberus Engine, used in many of its deck-building games. What sets the Gryphon Engine apart?

They really are different play experiences, Cerberus being a deck-building engine and Gryphon a blind bidding, simultaneous reveal engine. Not everyone defines game genres the same way, but the Gryphon games, in our opinion, are micro gaming at its best. You are up and running quickly and can play competently the first time but realize with each round and each match that there are deeper strategies to attempt.



### How did you choose *Challenge of the Superfriends* and *Rick and Morty* as the first properties to use with the Gryphon Engine?

We looked for two very different properties to showcase the flexibility of the core engine and add unique nuances. With any future releases, we intend to continue to adapt to properties unrelated to each other to get new people playing and add different dynamics.

### Does each Gryphon Engine game play the same?

The foundation is very similar, but each game has unique ingredients. While both *Rick and Morty: Look Who's Purging Now Card Game* and *Challenge of the Superfriends Card Game* provide each player with a character deck of 10 cards (numbered 1-10), the abilities are quite different.

The scoring cards have different effects and the Weakness and Challenge decks have distinctive mechanisms that set them apart. Knowing how to play one game will certainly provide a head-start to jumping into the other, but they do have differences that players would need to know to make the best decisions for success.







### Can Gryphon Engine games be combined with each other?

It's possible, but they do not share common card backs to allow the games just to mix and match. Also, not every card in each game is fully compatible with the other Gryphon games. But with sleeves, it's quite possible to make a mash-up.

difficulty. With that, we took a very linear approach. Use the blind bidding and card powers as the basic ingredients (a), then add thematic powers, twists, and gameplay elements (b) based on the IP we were working with to create the unique game (c).



### How long did the design process take?

Ben and I are slow... the kind way to say it is deliberate. Each Gryphon Engine game took us 3-4 months of design and testing. That doesn't include the development work that Cryptozoic did after we handed it off to their team!

### What game mechanics would you say are unique to the Gryphon Engine?

Blind bidding is a tried and true basic game mechanic. But in the Gryphon Engine, it is combined with reactive and fun card powers and situational demands to make it unique. We wanted players to decide which card to play and when based on what was played previously and what cards were available to be taken each round.

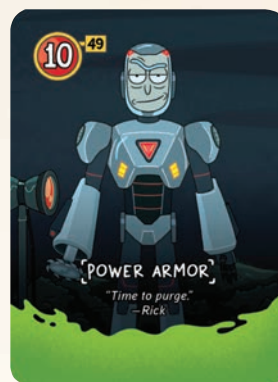
## GRYPHON ENGINE DESIGNER DIARY WITH MATTHEW RIDDLE

### What inspired the Gryphon (Eggs & Empires) game engine?

*Eggs & Empires*, the basis of the Gryphon Engine, was the second game Ben Pinchback and I designed. At the time, our first and only game design credit was *Fleet*, which is more of a "gamer" card game. Ben and I noticed that many of our family and friends bought copies of *Fleet*... but never played them! It was just too heavy for non-gamers. We wanted to make a game that was accessible to different audiences, a game that could be played by almost anyone right out of the box. We had been playing several great blind bidding games (like *For Sale*), so we thought blind bidding was a great place to start. We began working on card powers and interaction and off we went!

### Can you describe your process in designing the Gryphon game engine. Was the process organic, or was there a more linear $a + b = c$ approach? A mix of the two perhaps?

I think it is always a mix, but we did approach the Gryphon Engine with a very specific goal in mind. When we decided that we wanted to revisit blind bidding and card powers, we did it in a way that allowed it to be a flexible design thematically and in terms of



### One last question: Some designers have some pretty firm rules when approaching a project. Were there any you were tempted to break when designing the Gryphon Engine?

Ben and I tend to avoid "take that" mechanics. With the Gryphon Engine games, we knew that the expected audience would count on thematic integrations. It was a lot of fun for us to explore them, particularly with *Rick and Morty*. The key was to design elements that were interactive, fun, and in the spirit of the gameplay and the theme. The Gryphon Engine games play very quickly and smoothly, so that allowed us to try things we may not have in other designs.

...

*Matt Riddle is a husband and father of two lovely teens. Employed by the man to keep our country safe, he keeps his sanity by designing board games you may or may not have heard of and playing video games you probably have heard of.*

*Ben Pinchback is an engineer by day and an avid gamer. He used to have hobbies, but now he has five kids. He designs games at night because he can't leave the house for fear of the monsters blowing it up.*



# LANTERNS DICE

LIGHTS IN THE SKY



## LANTERNS DICE: LIGHTS IN THE SKY

RGS 00889 ..... \$25.00 | Available Q2 2019!

*Lanterns Dice: Lights in the Sky* Brings Celebration to the Tabletop

The harvest is in, and now it's time to celebrate! The emperor has declared that this shall be the best harvest festival yet. Players act as artisans, decorating the palace lake with floating lanterns and launching fireworks to light up the sky. The player who earns the most honor will make the best impression on the emperor and win the game.

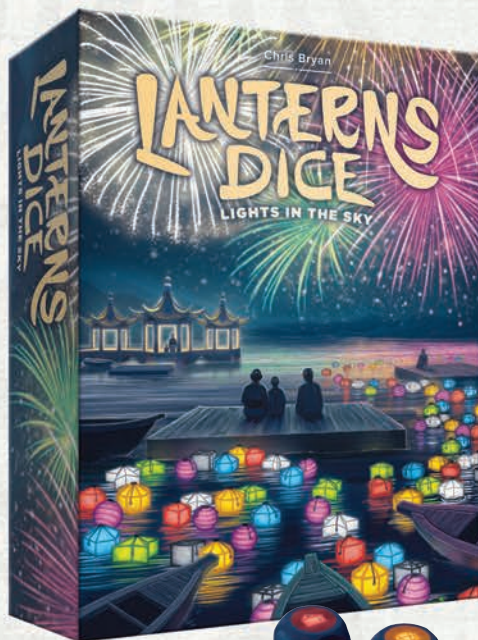
*Lanterns: The Harvest Festival* has delighted fans for the past four years with beautiful art, elegant rules, and satisfying choices. *Lanterns Dice: Lights in the Sky* is a roll-and-write game that gives players a fresh take on the original game's theme and mechanisms. Each game plays with 2-4 players in 30-45 minutes. Players roll dice, fill in lantern areas on your scoresheet, spend gifts to perform powerful actions, and launch fireworks tiles to put on a spectacular show! The lovely art, familiar theme, and engaging gameplay make *Lanterns Dice* a great game that appeals to a wide range of players.

### PERSPECTIVE-BASED DICE SELECTION

At the heart of the original *Lanterns* game was a unique perspective-based mechanism. (When a tile is placed, every player in *Lanterns* receives a lantern card based on the side of the tile they are facing.) *Lanterns Dice* evokes the same atmosphere of abundance, where everyone benefits on every player's turn, with four beautiful lantern dice and a unique dice tray. The active player rolls the dice and chooses how to orient the tray, determining which benefits the other players receive. Based on this choice, all players fill in a lantern area of one color on their scoresheet. Each turn players will weigh how best to use the dice to fill in areas and work towards completing the patterns that will score them points.

### THEMATIC FEATURES AND EMPEROR CARDS

Scattered among the lanterns in the lake are other thematic features like platforms, pavilions, and boats that provide different bonuses. Filling in an area next to a pavilion, for example, provides players with gifts, an in-game currency used to perform powerful special actions: use a die a second time, fill in a color not shown on the dice, and others. These give players control over the dice, opportunities for combinations and chain reactions, and plenty of room for clever and skillful play. Each game, 3 of the 6 action cards are available, giving players a different set of actions each time they play.



### FIREWORKS TILES

*Lanterns Dice* introduces a new thematic element into the *Lanterns* world: fireworks! The primary way players earn points is by launching fireworks over the lake, represented by polyomino tiles. To launch fireworks, you must completely fill in lantern areas matching the shape of an available tile. This provides a wonderful spatial puzzle for players to decide how best to fill in their lantern areas to complete the different shapes. Each time you play, you will use 4 of the 8 different tile shapes; this keeps the spatial puzzle highly engaging and re-playable over multiple plays.

The first person to launch a particular shape of firework tile receives the highest amount of points for it. Just like the stacks of dedication tiles in the original *Lanterns* game, the honor received for that type of fireworks tile decreases gradually. This puts just enough pressure on players to complete shapes of lanterns before their opponents do. It also modifies the relative values of each dedication type as the game progresses, shifting players' long-term plans and changing the texture of the game.

All these elements provide players with rich and meaningful decisions as they weigh where to fill in lanterns, which dice benefits to give to other players, when to spend the gifts they earn, and how to adapt to the other players and stay ahead of them in launching beautiful firework displays, and how to complete the fireworks tiles and other patterns that score them points. All these decisions and tradeoffs provide players a rich and engaging experience.

### ARTWORK

The artwork for *Lanterns Dice* draws upon and extends the beautiful artwork in the original game created

by Beth Sobel (*Lanterns: The Harvest Festival, World's Fair 1893*). The dice and the scoresheets showcase the beautiful lantern artwork from the original game, and the tiles present many dynamic and varied colors and patterns of fireworks. All the artwork perfectly captures the elegance and atmosphere of the game.

Ultimately *Lanterns Dice* is a delightful and compelling gaming experience for gamers of all stripes. With its blend of strategic mechanisms, beautiful art, and accessible gameplay, it's sure to please your gaming group. *Lanterns Dice: Lights in the Sky* is expected to hit tables this summer!

...

Randy Hoyt is the owner and game producer at Fox Trot Games, where he has led the development process for great games like *Lanterns: The Harvest Festival*, *The Fox and the Forest*, and more. He lives near Dallas, Texas with his wife and two young sons, and he works full-time as a web developer.





## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



#### GAME TRADE MAGAZINE #233

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 233 .....\$3.99

ART FROM PREVIOUS ISSUE

## AKIBABUS



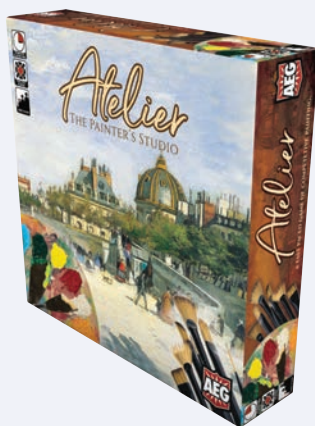
#### THE WITCHES ANNUAL RACE

A real time dexterity with racing game. Energetic Family game. Test your skills in this everchanging racetrack where anything can happen and all you have is your Broom-pen and your skills.

AKB 1400002 .....\$24.90

## ALDERAC ENTERTAINMENT GROUP

### SPOTLIGHT ON



#### ATELIER: THE PAINTER'S STUDIO

Take on the role of an artist managing an atelier, or art studio, during the 19th century. Roll dice, manage your assistants, collect needed paint, and complete famous works of art. Will you be a prolific artist completing many works for your patrons, or will you be known for just a few masterpieces that stand the test of time? Scheduled to ship in July 2019.

AEG 7041 .....\$39.99

## AMIGO GAMES

### SPOTLIGHT ON



#### SABOTEUR THE LOST MINES

*Saboteur: The Lost Mines* is a stand-alone game that is instantly recognizable, but packed with novel features that offer an entirely new gameplay experience. Players break into competing dwarf clans as they build a path and race along it to reach long-forgotten mines brimming with gold, silver, and gemstones. A dragon guards one of the mines and players can play traps, trolls, thunderstorms, and other obstacles along the forest path. But in true *Saboteur* fashion, the biggest dangers come from teammates — saboteurs working for the other clan and selfish dwarves out only for themselves. Scheduled to ship in April 2019.

AGI 18753 .....\$19.99

## ARCANE TINMEN

### DRAGON SHIELD

Scheduled to ship in May 2019.



#### ART DECK SHELL

BOTAN  
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#### MATTE NIGHT BLUE

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### WINGS OF GLORY: TRIPODS & TRIPLANES

Scheduled to ship in May 2019.



#### MKIII SQUID TRIPOD PACK

AGS WGF803A .....\$19.90



#### MKIV CUTTLEFISH TRIPOD

AGS WGF804A .....\$29.90

### WINGS OF GLORY

Scheduled to ship in May 2019.



#### WW2 DAMAGE COUNTER BAGS

AGS WGA506A .....\$19.90





FEATURED ITEM



**BAHAMAS**  
 3 GANGSTERS, 2 PARACHUTES. The holdup was perfect... A sound plan! Millions in a bag, fleeing by plane, yes, really, a sound one. Everyone begins to relax, but suddenly the engine sputters! Scheduled to ship in June 2019.  
 ASM BAH01 ..... \$19.99



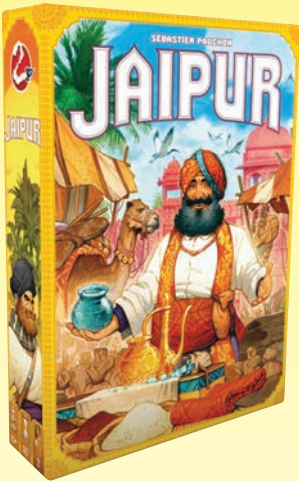
FEATURED ITEM



**MEGACITY: OCEANIA**  
 In *MegaCity: Oceania*, players act as architects tasked with designing a brand new city built on platforms that float on the ocean surface. Scheduled to ship in June 2019.  
 ASM MCY01 .... \$54.99



FEATURED ITEM



**JAIPUR (NEW EDITION)**  
 The multi award-winning game *Jaipur*, by Sebastian Pauchon, returns with all new artwork by Vincent Dutrait and the same great gameplay. Scheduled to ship in June 2019.  
 ASM JAIP01 ..... \$24.99



FEATURED ITEM



**NARWHAL FREE FOR ALL**  
 A game of ring flinging fun! Score points by flipping your colored rings onto the tusks of the narwhals floating in the ice arena. Scheduled to ship in June 2019.  
 ASM NA01EN..... \$19.99



FEATURED ITEM



**KIWETIN**  
 There is something odd about the Kiwetin forest. It's spirits have entered into a thrilling race. Scheduled to ship in April 2019.  
 ASM KBG01 ..... \$39.99



FEATURED ITEM



**UNLOCK! HEROIC ADVENTURES**  
 Introducing *UNLOCK! Heroic Adventures*, a brand new format for *UNLOCK!* This box includes 3 new Adventures. In *Insert Coin*, players must avoid "Game Over" by triumphing over multiple levels of video game adventures! Then in *Sherlock Holmes - The Scarlet Thread of Murder*, the master sleuth is on a very strange case and needs players' help to solve the mystery. Finally, *In Pursuit of the White Rabbit* introduces Scheduled to ship in May 2019.  
 ASM NLK13..... \$29.99



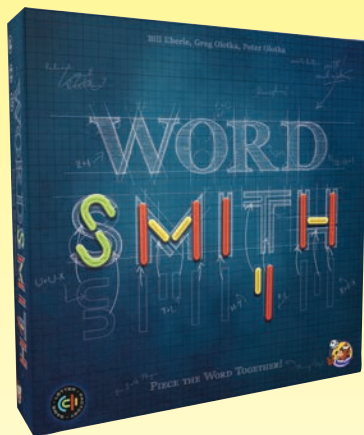


## FEATURED ITEM

### WORDSMITH

Wordsmith is all about building words, but instead of whole letters you have letter pieces in four different shapes. Scheduled to ship in June 2019.

ASM HB15 .....\$29.99



## FEATURED ITEM



### YUM YUM ISLAND

On Yum-yum island, the animals lived peacefully until a giant decided to settle in there. Scheduled to ship in June 2019.

ASM YY01EN .....\$29.99

### ATLAS GAMES

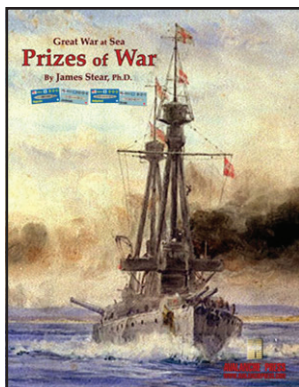
### OVER THE EDGE DICE SET

Scheduled to ship in June 2019.

ATG 2011 .....\$12.00



### AVALANCHE PRESS



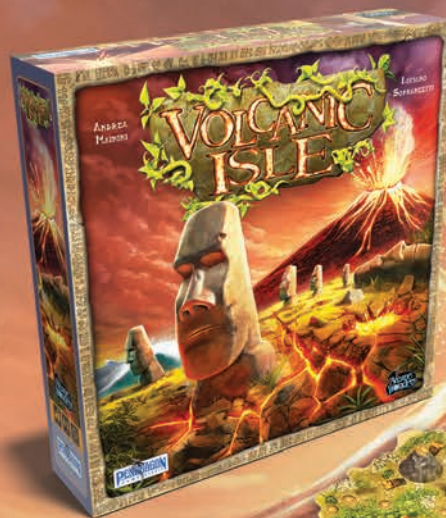
### GREAT WAR AT SEA: PRIZES OF WAR

Battleships and cruisers built for the French and Russian navies might easily have fallen into the hands of the British or Germans during the First World War. *Prizes of War* is an expansion for *Great War at Sea: Jutland*, adding these captured vessels to the Grand Fleet and High Seas Fleet. It includes 80 new pieces and 23 new scenarios. Scheduled to ship in April 2019.

APL 0889 .....\$29.99



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SURVIVE NATURE'S DEVASTATION!



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GTM

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BANDAI CO.

## SPOTLIGHT ON



## DRAGON BALL SUPER BOOSTER 7 DISPLAY (24)

This is the beginning of a new DBS block! This new block introduces unique gameplay elements! Scheduled to ship in August 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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## DRAGON BALL SUPER EXPERT STARTER 1 DISPLAY (6)

This is the beginning of a new DBS block! This new block introduces unique gameplay elements! This starter is for the Expert Scheduled to ship in August 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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## DRAGON BALL SUPER STARTER 9 DISPLAY (6)

This is the beginning of a new DBS block! This new block introduces unique gameplay elements! This starter is for the Beginner Scheduled to ship in August 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

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## NARUTO BORUTO 2-PLAYER CARD GAME

Introducing Chrono Clash System, an innovative resource and turn management mechanic allowing players to experience dynamic battles! An exciting combative deck-building game from renowned American game designer, Ryan Miller, and Bandai Learn to play in 5 minutes! Icons quickly and clearly communicate gameplay effects. Each 2 player starter set allows players to start battling out of the box! Inexpensive to play! Purchasing additional sets expands gameplay to 4 players or opens up an extensive variety of deck building options! Scheduled to ship in June 2019.

NARUTO & NARUTO SHIPPUDEN SET BAN 2482203.....\$34.99

NARUTO SHIPPUDEN & BORUTO SET BAN 2482204.....\$34.99

## CAPSTONE GAMES



## PIPELINE

The refinement of oil has long been part of the government-controlled energy sector. Amassed with an incredibly complex and inefficient system of refineries, the government has felt the severe pressures of worldwide demand and the ever-increasing global standards for refinement. Unable to keep up with demand, the government has only one option: privatizing the oil industry. This is where you come in. Seeking to capitalize on this new opportunity, you start a company in the oil business. Scheduled to ship in July 2019.

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CATALYST GAME LABS



## SHADOWRUN RPG: NEO-ANARCHIST'S STREETPEDIA

There are many ways to enter *Shadowrun*'s Sixth World setting the classic RPG, the story-focused *Shadowrun: Anarchy* RPG, card games, board games, computer games, dice games, and more. What all these things have in common is the gritty, detailed *Shadowrun* world, one of the primary hooks that draws people to the games. No matter how people play, they can benefit from The Neo-Anarchist *Streetpedia*, perhaps the most detailed reference to the Sixth World ever produced. With hundreds of entries on topics ranging from Ares to the Zrich-Orbital Habitat and written in a lively, engaging style, this book will be a useful reference to anyone wanting to keep up with the details in one of gaming's all-time great settings.

CAT 27454.....\$34.99



## SHADOWRUN RPG: NO FUTURE

A key part of *Shadowrun*'s longtime appeal is its setting, where cyberpunk blends with fantasy and a lot of attitude. *No Future* emphasizes the punk part of cyberpunk, offering new details about the setting including current music acts, popular and underground trid shows, media sources, and Sixth World sports from both the mainstream and the fringes, and all sorts of pirate media from people following the core DIY principles of punk. With detailed setting information and game rules for creating and using characters who rise out of Sixth World culture, *No Future* is an indispensable resource for gamemasters and players who want to experience the full richness of *Shadowrun*.

CAT 27453.....\$49.99

## OFFERED AGAIN



## O/A BATTLETECH: BEGINNER BOX

CAT 35020.....\$19.99



## O/A BATTLETECH: THE GAME OF ARMORED COMBAT

*BattleTech* is a science-fiction space opera: a factional, militarized universe set in the thirty-first century, a future where humanity has spread to the stars and spawned titanic interstellar empires, each nation controlling hundreds of worlds across a region of space stretching a thousand light years and beyond. Initially published over thirty years ago as a tabletop board game, *BattleTech* has gone on to become one of the gaming industry's most important and longest-lasting science-fiction universes.

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CMON

## SPOTLIGHT ON



## ZOMBICIDE: INVADER

In *Zombicide: Invader*, players must work together if they want to survive the onslaught of bloodthirsty aliens. Over the course of several interlocked missions, they must make their way through the tunnels and ruined mining outposts on the planet, looking for gear and staying one step ahead of the Xenos. Scheduled to ship in August 2019.

COL ZCS001.....\$99.99

## CORVUS BELLI

## ARISTEIA!

Scheduled to ship in April 2019.



## CHEMICAL BROTHERS

CVB CBAR29.....\$21.99





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CVB PV36 ..... \$19.99



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## CRYPTOZOIC ENTERTAINMENT

### SPOTLIGHT ON



ARTWORK NOT FINAL

## DC COMICS DBG: REBIRTH

Compete for bragging rights against your fellow Super Heroes or work together as a team to defeat the Super-Villains before the Threat Meter maxes out. That's right: The game features both competitive and cooperative modes right from the start! Either way you play, Villains don't go into your deck when defeated, but instead grant a one-time Reward. In competitive play, Villains you defeat still earn you Victory Points and they go under your Super Hero. You can even use them to bribe your rivals for various favors! Scheduled to ship in July 2019.

CZE 02706 ..... \$45.00

### SPOTLIGHT ON



## EPIC SPELL WARS OF THE BATTLE WIZARDS: ANNIHILAGEDDON DECK BUILDING GAME

It's an all-out battle to the death for the Annihilageddon trophy in the crazy world of Epic Spell Wars! While fully compatible with other Cerberus Engine releases, this game features a whole new world of mayhem literally. Mayhem Events, Familiars, Past Champions, Wizards, Spells, Creatures, Treasure, and Wild Magic. It all adds up to an Epic Spell Wars experience unlike anything you've seen before. And fans of the series have seen a lot. Yeesh. Scheduled to ship in June 2019.

CZE 28043 ..... \$40.00



## MILLION DOLLARS BUT 80'S EXPANSION PACK

CZE MDB0008 ..... \$9.95



## MILLION DOLLARS BUT ANIME EXPANSION PACK

*Million Dollars, But...* The Game Anime Booster Pack comes with 30 new cards to either play standalone, or combine with your core game to expand the fun. *Million Dollars, But...* The Game (based on Rooster Teeth's popular comedy series, *Million Dollars, But...*) is a card game that puts your morals and imagination to the test, posing the question, 'What would you do for a million dollars?'

CZE MDB0012 ..... \$4.95

Wish your favorite someone a happy birthday with these humorous and colorful cards from CGC!



## BIRTHDAY CONFETTI

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**MILLION DOLLARS BUT BOX WITH BOOSTER PACK**

CZE MDB0009 .....\$25.00

**MILLION DOLLARS BUT CON CRUD BOOSTER PACK EXPANSION**

CZE MDB0013 .....\$4.95

**MILLION DOLLARS BUT EXPANSION PACK #2**

*Million Dollars, But... The Game Expansion Pack #2* comes with 100 new cards to either play standalone, or combine with your core game to expand the fun. *Million Dollars, But... The Game* (based on Rooster Teeth's popular comedy series, *Million Dollars, But...*) is a card game that puts your morals and imagination to the test, posing the question, "What would you do for a million dollars?"

CZE MDB0010 .....\$9.95

**SPYFALL: TIME TRAVEL**

The world of *Spyfall* has been turned upside down, like sand through an hourglass. The classic game of probing questions, clever answers, and lots of suspicions is back and it's heading to the past ... and the future! Get ready to travel to memorable eras and locations across space and time! Expose a spy in a Neanderthal Cave or a Lunar Base. Avoid spilling secrets in an Old West Saloon, Leonardo's Studio, or a certain period of time in Spain that no one expects! Time is of the essence! Scheduled to ship in July 2019.

CZE 27879 .....\$25.00

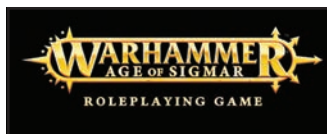
**CUBICLE 7****SPOTLIGHT ON**

NOT FINAL ART

**AGE OF SIGMAR: ROLEPLAYING GAME RULEBOOK**

Scheduled to ship in September 2019.

CB7 2500 .....\$59.99

**AGE OF SIGMAR: ROLEPLAYING GAME STARTER SET**

Scheduled to ship in September 2019.

CB7 2502 .....PI

**AGE OF SIGMAR: ROLEPLAYING GAME COLLECTOR'S EDITION RULEBOOK**

Scheduled to ship in September 2019.

CB7 2501 .....PI

**DAILY MAGIC GAMES****CHOCOLATIERS**

In *Chocolatiers* you take on the role of a young chocolatier boxing up chocolates to make a decadent chocolate display! Draw chocolates from the Share Tray and turn them in to fill boxes. Make sure to fill boxes that will fit well in your display as you'll get bonus points for getting the majority of connected chocolate-types. Use wild chocolates to make big connections. The player with the most points wins the game! Do you have what it takes to become the next world-famous chocolatier?

DMG CHO001 .....\$30.00

**DAYS OF WONDER****FEATURED ITEM****MEMOIR 44: NEW FLIGHT PLAN EXPANSION**

In this expansion, players will be able to deploy air units, such as fighters, fighter-bombers and even bombers to support their troops on the battlefield. With its all new set of streamlined rules, *Memoir 44: New Flight Plan* grants many new tactical options and is compatible with all existing scenarios in all theaters of operation. Scheduled to ship in May 2019.

DOW DO7327 .....\$59.99

**DECISION GAMES****STRATEGY AND TACTICS #318: CONSTANTINOPLE**

*Constantinople* is a solitaire wargame system covering the Byzantine (or Later Roman) Empire in the late 7th and early 8th centuries, the era of the two Barbarian sieges of the great City of Constantinople (AD 672, 717). The objective of the player is to defeat Barbarians while expanding Byzantine power. Scheduled to ship in July 2019.

DCG ST-318 .....\$39.99



## DEEP WATER GAMES

### JIXIA ACADEMY

Award winning and critically acclaimed *Hanamikoji* is back with the same beloved mechanics but brand-new art in *Jixia Academy*! Win the favor of the scholars by studying their theory and outwitting your opponent in this unique dueling card game! *Jixia*, just like *Hanamikoji*, is the perfect travel, filler, or date night game!

DPW ES4JXA..... \$39.95



### WELCOME TO... SUMMER EXPANSION

A mini expansion for the beloved roll and write, *Welcome To...* Comes with 50 new sheets and 3 new city plan cards

DPW WTXSUM..... \$9.95



## DPH GAMES

### IN TENTS: THE CAMPING CARD GAME

The family friendly camping game where you collect key cards while avoiding the Wrath of Mother Nature! Players will try to match cards by passing cards and playing off of cards in the middle. The game is played over a series of rounds. Players with the most matching cards of one color or of one illustration will win the round. Scheduled to ship in July 2019.

DPH IT42..... \$7.99



## EVIL HAT PRODUCTIONS

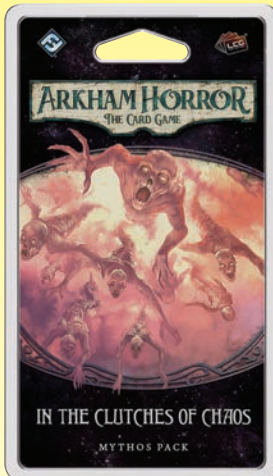
### FOR THE QUEEN

*For the Queen* is a story-building card game about love, betrayal, and loyalty.

EHP 0044..... \$19.99

## FANTASY FLIGHT GAMES

## FEATURED ITEM

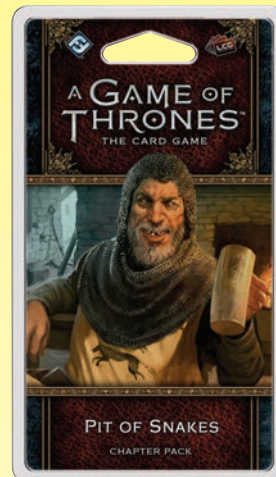


### ARKHAM HORROR LCG: IN THE CLUTCHES OF CHAOS MYTHOS PACK

Close the rips in reality with *In the Clutches of Chaos*, the fifth Mythos Pack in *The Circle Undone* cycle for *Arkham Horror: The Card Game*! Scheduled to ship in June 2019.

FFG AHC34..... \$14.95

## FEATURED ITEM

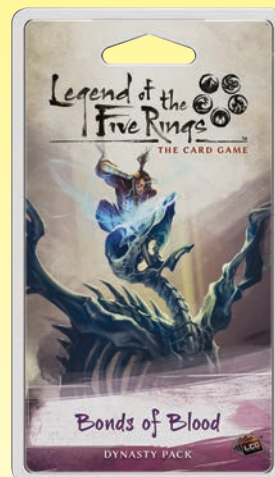


### A GAME OF THRONES LCG: 2ND EDITION - PIT OF SNAKES CHAPTER PACK

Beware the treacheries of the church and the court in *Pit of Snakes*, the third Chapter Pack in the Kings Landing cycle for *A Game of Thrones: The Card Game*! Scheduled to ship in June 2019.

FFG GT48 ..... \$14.95

## FEATURED ITEM



### LEGEND OF THE FIVE RINGS LCG: BONDS OF BLOOD DYNASTY PACK

Step into the world of Rokugan with *Bonds of Blood*, the second Dynasty Pack in the Inheritance cycle for *Legend of the Five Rings: The Card Game*! Scheduled to ship in June 2019.

FFG L5C20 ..... \$14.95

## FEATURED ITEM



### LEGEND OF THE FIVE RINGS LCG: WINTER COURT 2018 WORLD CHAMPIONSHIP DECK

Harness the power of the Crane Clan with the *Winter Court 2018 World Championship Deck* for *Legend of the Five Rings: The Card Game*! Scheduled to ship in June 2019.

FFG UCHP11 ..... PI

## GAMES

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## FEATURED ITEM

**LEGEND OF THE FIVE RINGS RPG: COURTS OF STONE HARDCOVER**

*Courts of Stone* details the treacherous battlefields of words and intentions, as well as the courtiers who plot the course of the Emerald Empire and their shinobi agents. Scheduled to ship in June 2019.

FFG L5R08 ..... \$39.95



## FEATURED ITEM

**LEGEND OF THE FIVE RINGS RPG: WINTER'S EMBRACE**

*Winter's Embrace* takes your team to the beautiful grounds of Kyden Doji, where you are introduced to the hazards of court politics. Scheduled to ship in June 2019.

FFG L5R09 ..... \$19.95



## FEATURED ITEM

**STAR WARS: LEGION - REBEL VETERANS UNIT EXPANSION**

With the *Rebel Veterans Unit Expansion* for *Star Wars: Legion*, you can add seven unique unpainted Rebel Veteran miniatures to your collection, including a Mark II Medium Blaster Trooper miniature that can be deployed as a detachment, offering valuable fire support to all of your units. Scheduled to ship in June 2019.

FFG SWL39 ..... \$29.95



## FEATURED ITEM

**STAR WARS: LEGION - TAUNTAUN RIDERS UNIT EXPANSION**

The windswept plains of Hoth are treacherous even to native beasts, but Tauntaun Riders are trained to expertly handle their surefooted mounts, searching tirelessly for signs of the Empire. Scheduled to ship in June 2019.

FFG SWL40 ..... \$24.95

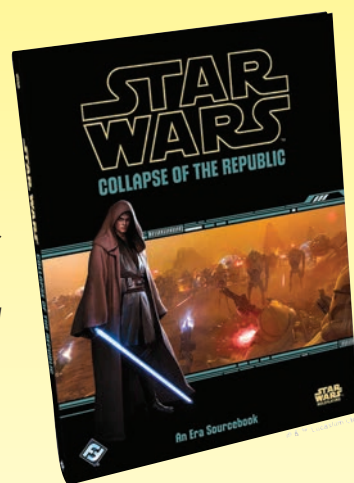


## FEATURED ITEM

**STAR WARS RPG: COLLAPSE OF THE REPUBLIC HARDCOVER**

This sourcebook explores the latter days of the *Clone Wars* and is fully compatible with all *Star Wars Roleplaying* game lines, including *Edge of the Empire*, *Age of Rebellion*, and *Force and Destiny*. Scheduled to ship in June 2019.

FFG SWR15 ..... \$39.95



## FIRELOCK GAMES

**BLOOD & PLUNDER: GALLEON SHIP**

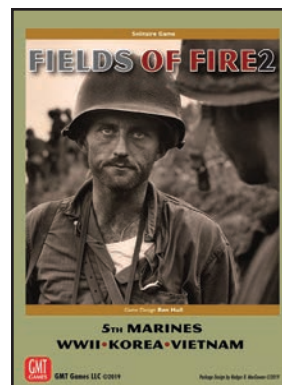
FGD 0091 ..... PI

## GMT GAMES

**FIELDS OF FIRE 2: WITH THE OLD BREED - THE 5TH MARINES IN WWII, KOREA AND VIETNAM**

The *Fields of Fire* Series moves forward with the second volume. Despite severe problems with the rules in the initial volume one printing, the innovative system gathered a loyal following of solitaire players who loved the hard decision making in the game. Now with greatly improved rules from the Volume 1 reprint, this volume should become a classic. Scheduled to ship in June 2019.

GMT 1810 ..... \$82.00





# ARKHAM HORROR<sup>®</sup>

## THE CARD GAME

### IN THE (CLUTCHES OF (HAOS

Close the rips in reality with *In the Clutches of Chaos*! The state of the city quickly decays as breaches break through the fabric of reality.

Frightened citizens have sealed themselves inside, yet you continue your desperate search for a solution. If you cannot seal the breaches, Arkham will surely fall into madness.

You cannot let that happen!

**In the Clutches of Chaos Mythos Pack**  
AHC34 | \$14.95



**FANTASYFLIGHTGAMES.COM**

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## GREEN RONIN PUBLISHING



### GHOSTBUSTERS BLACKOUT

After a major power outage struck New York, the Ghostbusters must set out to capture all the ghosts escaping from their containment unit. With the whole city suffering from a blackout and an onslaught of ghosts rampaging around, it's up to the Ghostbusters to quell the chaos and get those ghosts busted! *Ghostbusters: Blackout* is a fully cooperative board game for 1-4 players.

IDW 01678 ..... \$39.99

## INDIE BOARDS & CARDS

### AMONG THIEVES

*Among Thieves* is a game of deception and greed. Players are criminals and blackmailers stealing from the Dystopian Universe mega-corporations. Win by having the most money, but be careful — the player with the least honor is eliminated. Will you share the ill-gotten gains of your exploits or will you backstab your partners in crime and keep the money for yourself?

IBC DIS01 ..... \$19.99



### CONFLICTING LEGENDS

*Conflicting Legends* is a fast-paced, highly interactive, and uniquely strategic card game based on Rock-Paper-Scissors fought by history's greatest personalities. Play science and culture persona cards to build your empire, or military persona cards to conquer new territories and challenge your opponents. Each card has a unique ability. You'll need to time your attacks to have the best chance of winning. You've never had so much fun playing Rock-Paper-Scissors!

IBC CON1 ..... \$19.99

### FINGER GUNS AT HIGH NOON

*Finger Guns at High Noon* is a fast-paced game of strategy, negotiation, and pure hilarity-battle royale style. Craft your plan, convince the crowd to join in, then count down and draw your finger guns. Hand gestures show everyone's actions and targets. Eliminate players with pistols, dynamite, and power shots, or stand to the side and lasso up an ally. Last player standing is the winner — unless the ghosts eliminate everyone.

IBC CFIN01 ..... \$14.99



## KONAMI DIGITAL ENTERTAINMENT

## SPOTLIGHT ON

### YU-GI-OH! TCG: SPEED DUEL - ATTACK FROM THE DEEP BOOSTER DISPLAY (36)

Introducing *Speed Duel: Attack from the Deep* booster set! Upgrade your *Speed Duel Decks* with 45 new-to-Speed Duel cards and 5 brand-new Skill Cards!

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 84398 ..... \$53.64



## GAMES

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### FANTASY AGE (ADVENTURE GAME ENGINE): CAMPAIGN BUILDERS GUIDE

The *Fantasy AGE Campaign Builder's Guide* is an indispensable resource for aspiring and experienced Game Masters alike. It provides advice and examples on such topics as designing entertaining and effective encounters, crafting interesting locations, customizing adversaries, and much more. It also includes tables to help generate campaign elements when a bit of spontaneity and randomness is desired. Each chapter in the *Campaign Builder's Guide* is devoted to a different topic, each approached with a mix of advice, mechanical assistance, and ultimately ready-to-use examples. Scheduled to ship in April 2019.

GRR 6006 ..... \$32.95

### MUTANTS AND MASTERMINDS: SUPERTeam HANDBOOK

The *Superteam Handbook* puts the focus on the heroes and their team, with details for players and gamemasters alike to make their team cohesive, dramatic, and fun! Heroes can work closer together than ever before with new, team-focused powers, advantages, and attack options. Eight pre-made hero teamings from Power Level 5 to Power Level 12 serve as campaign-kickstarters, with guidelines, resources, and advice for running a variety of heroic campaigns, along with backgrounds and statblocks for their members to use as player characters, rivals, or villains. Scheduled to ship in April 2019.

GRR 5517 ..... \$34.95

## HASBRO

## SPOTLIGHT ON



### DUNGEONS & DRAGONS RPG: STRANGER THINGS STARTER SET

The *Stranger Things Dungeons & Dragons* starter set contains everything players need to embark on a *Stranger Things* adventure including the essential rules of the roleplaying game. It's a great way for new as well as seasoned *Dungeons & Dragons* players to experience the D&D adventure *Stranger Things* character Mike Wheeler has created for his friends. Pick your character — will you be Will the Wise or Dustin the dwarf? Get your fireballs ready as you investigate the mysterious castle and battle the ferocious Demogorgon. Prepare for just about anything, because the game just got stranger. Scheduled to ship in May 2019.

MLB E3702 ..... PI

## IDW GAMES

### DRAGONBALL SUPER: TOURNAMENT OF DESTROYERS

Ultimate power collides as Goku and Hit face off to determine which of their universes will be spared from destruction in *The Tournament of Destroyers*! *Dragon Ball Super: Tournament of Destroyers* is a 2-player combat game that challenges players to predict their opponents' next move while building their ultimate combo. Unleash devastating combos in order to knock your opponent out of the ring, but be warned, after each ring-out your opponent will grow in strength! The last fighter standing after 3 knock-outs is the winner!

IDW 01654 ..... \$29.99



GTW

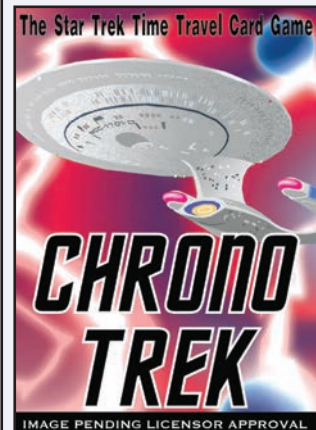
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SPOTLIGHT ON



**CHRONOTREK**

Explore the history (and alternate history) of the entire *Star Trek* universe in this version of *Chrononauts*. Take on the ID of one of your favorite *Star Trek* characters as you try to alter history to restore your specific timeline! Maybe you need to ensure that the Federation gets founded, or just retrieve the Orb of Time and some tea. Earl Grey. Hot Scheduled to ship in August 2019.  
LOO 099 ..... \$25.00



**JUMANJI FLUXX  
SPECIALTY EDITION**

*Jumanji Fluxx* reminds you just how chaotic and dangerous the world of *Jumanji* can be! Watch out for all-new Danger cards that eliminate players! You might be able to jump back in but, if the deck runs out, elimination becomes permanent. If you want to survive you'll have to carefully traverse the landscape, gathering the right gear and avoiding the many wild animals. Be prepared, or risk getting eliminated... remember, its not just a game! Includes a collectible coin. The Specialty Edition also includes 7 exclusive cards.  
LOO 103 ..... \$20.00

SPOTLIGHT ON



**MARVEL FLUXX  
SPECIALTY EDITION**

At long last, *Fluxx* fans can stand up and say, Make Mine Marvel! Featuring familiar heroes and villains from your favorite Marvel comics, this *Fluxx* lets you assemble your dream team of Avengers, and much, much more. You might even notice some new super powers for your friendly, neighborhood *Fluxx*! Includes a collectible coin. The Specialty Edition also includes 7 exclusive cards.  
LOO 102 ..... \$20.00



**GET THE MACGUFFIN: PLAN C**

*Plan C* is a brand new expansion for *Get the MacGuffin* featuring 6 never-before-seen cards! These cards have amazing powers that really shake things up. You can use your Third Eye to peer beyond the veil or bring something back from the past with the assistance of the Time Traveler. Of course, when the chips are down, you can always cross your fingers and fall back on *Plan C*!  
LOO 096 ..... \$5.00

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**MANTIC  
ENTERTAINMENT**

## DEADZONE

Scheduled to ship in June 2019.



**BOLTS - MARAUDER CHARACTER**  
MGE MGDZO202 .....\$19.99



**COMMAND PROTOCOLS -  
ESCALATION**  
MGE MGDZM39 .....\$19.99



**FEROMITE - NAMELESS  
CHARACTER**  
MGE MGDZN201 .....\$17.99



**GOBLIN STUNTBOT**  
MGE MGDZO401 .....\$29.99



**INCOMING INTEL CARD DECK**  
MGE MGDZM40 .....\$14.99



**PATHFINDER MONO CYCLE**  
MGE MGDZE401 .....\$17.99



**REBS ALPHA TEAM  
FACTION STARTER**  
MGE MGDZR103 .....\$39.99



**VEER-MYN VOLT CHASERS  
FACTION STARTER**  
MGE MGDZV103 .....\$39.99

## DREDBALL: 2ND EDITION

Scheduled to ship in May 2019.



**MIDGARD DELVERS -  
FORGE FATHERS TEAM**  
MGE MGDB2M311 .....\$39.99



**2ND EDITION SKITTERSNEAK  
STEALERS - VEER-MYN TEAM**  
MGE MGDB2M312 .....\$39.99

## KINGS OF WAR

Scheduled to ship in June 2019.



**BASILEAN ARMY (2019)**  
MGE MGKWB108 .....\$89.99



**BASILEAN MEGA ARMY (2019)**  
MGE MGKWB109 .....\$149.99



**BASILEAN WAR WIZARD**  
MGE MGKWB201 .....\$14.99

## KINGS OF WAR VANGUARD

Scheduled to ship in June 2019.



**GOBLIN REINFORCEMENT PACK**  
MGE MGVA302 .....\$17.99



**GOBLIN SUPPORT PACK -  
BANGGIT**  
MGE MGVA201 .....\$14.99



**GOBLIN SUPPORT PACK -  
LUGGITS**  
MGE MGVA301 .....\$19.99



**GOBLIN SUPPORT PACK:  
MAWPUP LAUNCHER**  
MGE MGVA402 .....\$14.99



**GOBLIN SUPPORT PACK -  
SNAGGIT**  
MGE MGVA202 .....\$14.99



**GOBLIN SUPPORT PACK -  
WINGGIT**  
MGE MGVA401 .....\$19.99



**GOBLIN WARBAND SET**  
MGE MGVA101 .....\$44.99

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## MAX PROTECTION

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### O/A KEEP CALM AND COUNTER IT

SHUFFLE-TECH SLEEVES (50) ..... PI  
MAX 7060LKCBLU ..... PI  
DECK BOX ..... PI  
MAX 100LKCBLU ..... PI  
PLAY MAT ..... PI  
MAX 8010MKCBLU ..... PI

## PLAY MATS



### O/A KEEP CALM AND CORRUPT THEM ALL

MAX 8010MKCBLK ..... PI



### O/A KEEP CALM AND SMASH SMASH SMASH

MAX 8010MKCGRN ..... PI



### O/A KEEP CALM AND BURN IT DOWN

MAX 8010MKCRED ..... PI



### O/A KEEP CALM AND CRUSADE FOR THE LIGHT

MAX 8010MKCWHIT ..... PI

## MR. B GAMES

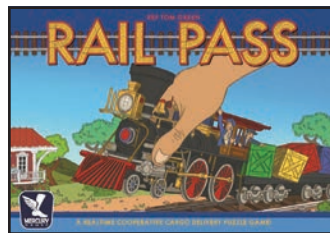
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### O/A RACCOON TYCOON

In *Raccoon Tycoon*, players try to produce the most valuable commodities in an ever changing market. They then use those commodities to build towns, or sell them at the best price to secure great profits that can be used to win auctions for the all-important railroads. The profits may also be used to buy powerful buildings that give the players power-ups or production bonuses. Owning the best towns and railroads determines victory. There can be only one top dog in Astoria. Is it you? MIB FRB1300 ..... \$50.00

## MERCURY GAMES



### RAIL PASS

Keeping the trains running on time can be a real challenge, but with good planning and cooperation, you and team can keep everything running smoothly! *Rail Pass* is a cooperative game where players first load their trains with different types of cargo and then send that train to a neighboring city to make a delivery and load up some more cargo. You have to be fast because there are only a few minutes to get everything loaded and delivered! MCY 1903 ..... \$40.00

## METALLIC DICE COMPANY

### 4"x6" VELVET DICE BAG WITH GOLD SATIN LINING

Scheduled to ship in April 2019.



BLACK  
MET 9003 ..... \$4.00



BLUE  
MET 9002 ..... \$4.00



GOLD  
MET 9006 ..... \$4.00



PURPLE  
MET 9007 ..... \$4.00



RED  
MET 9001 ..... \$4.00

### 6"x8" LARGE VELVET DICE BAG WITH BLACK SATIN LINING

Scheduled to ship in April 2019.



BLACK  
MET 8003 ..... \$6.00



### O/A 10x13 BOOK STORAGE BAGS (100 PER PACK)

MAX MX-BB ..... PI



### O/A 4 SCREW RECESSED SCREWDOWN FOR STANDARD 20PT CARDS

MAX MX-4SR ..... PI



### O/A PERFECT FIT INNER SLEEVES (100)

SMALL  
MAX Z3020J ..... PI  
LARGE  
MAX Z3020M ..... PI



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**ANTIQUE GOLD**  
MET 005 .....\$40.00



**GOLD**  
MET 001 .....\$40.00



**GREEN PAINTED**  
MET 010 .....\$40.00



**GREEN**  
MET 8005 .....\$6.00



**ANTIQUE SILVER**  
MET 006 .....\$40.00



**SILVER**  
MET 002 .....\$40.00



**PINK PAINTED**  
MET 009 .....\$40.00



**PURPLE**  
MET 8007 .....\$6.00



**BLACK**  
MET 004 .....\$40.00

### 16MM METAL POLYHEDRAL DICE SETS

Scheduled to ship in April 2019.



**ANTIQUE COPPER WITH  
BLACK ENAMEL**  
MET 018 .....\$40.00



**PURPLE PAINTED**  
MET 013 .....\$40.00



**RED**  
MET 8001 .....\$6.00



**COPPER METAL**  
MET 003 .....\$40.00



**BLUE PAINTED**  
MET 012 .....\$40.00



**RAINBOW WITH BLUE ENAMEL**  
MET 021 .....\$40.00

### 16MM METAL DICE SETS

Scheduled to ship in April 2019.



**ANTIQUE COPPER**  
MET 007 .....\$40.00



**FLAME TORCHED  
RAINBOW POLYHEDRAL**  
MET 014 .....\$40.00



**BLUE WITH BLACK ENAMEL**  
MET 019 .....\$40.00



**GOLD WITH PURPLE ENAMEL**  
MET 017 .....\$40.00



**RED PAINTED**  
MET 011 .....\$40.00



**STERLING GRAY METAL**  
MET 008 .....\$40.00



**TURQUOISE PAINTED**

MET 015 .....\$40.00

**MINI POLYHEDRAL  
DICE SET**

Scheduled to ship in April 2019.

**DARK BLUE/LIGHT BLUE WITH  
GOLD NUMBERS**

MET 422 .....\$4.99

**ETHEREAL BLACK WITH  
WHITE NUMBERS**

MET 4203 .....\$4.99

**ETHEREAL GREEN WITH  
WHITE NUMBERS**

MET 4205 .....\$4.99

**ETHEREAL LIGHT BLUE WITH  
WHITE NUMBERS**

MET 4212 .....\$4.99

**ETHEREAL LIGHT PURPLE WITH  
WHITE NUMBERS**

MET 4208 .....\$4.99

**GLOW BLUE WITH  
BLACK NUMBERS**

MET 4302 .....\$4.99

**GLOW CLEAR WITH  
BLACK NUMBERS**

MET 4310 .....\$4.99

**GLOW ORANGE WITH  
BLACK NUMBERS**

MET 4304 .....\$4.99

**GLOW PURPLE WITH  
BLACK NUMBERS**

MET 4307 .....\$4.99

**GREEN/LIGHT GREEN WITH  
GOLD NUMBERS**

MET 4155 .....\$4.99

**MARBLE WITH BLUE NUMBERS**

MET 41032 .....\$4.99

**MARBLE WITH GOLD NUMBERS**

MET 41038 .....\$4.99

**MARBLE WITH PURPLE NUMBERS**

MET 41037 .....\$4.99

**MARBLE WITH RED NUMBERS**

MET 41031 .....\$4.99

**PINK/BLACK WITH  
WHITE NUMBERS**

MET 473 .....\$4.99

**PURPLE/TEAL WITH  
BLUE NUMBERS**

MET 4172 .....\$4.99

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GOLD NUMBERS**

MET 4113 .....\$4.99

**RED/BLUE WITH WHITE NUMBERS**

MET 412 .....\$4.99

**VELVET FOLDING DICE  
TRAY WITH LEATHER  
BACKING: 10"x10"**

Scheduled to ship in April 2019.

**BLACK**

MET 533 .....\$16.00





**BLUE**  
MET 532 .....\$16.00



**PURPLE**  
MET 537 .....\$16.00



**GREEN**  
MET 535 .....\$16.00



**RAINBOW**  
MET 534 .....\$16.00



**RED**  
MET 531 .....\$16.00

## MODIPHIUS



**KULT: DIVINITY LOST DICE SET**  
Scheduled to ship in May 2019.  
MUH 050569 .....\$13.00

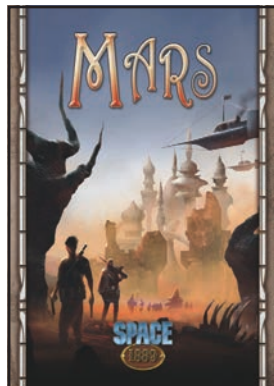


**KULT: DIVINITY LOST GM SCREEN**  
The Gamemaster Screen for *KULT: Divinity Lost* consists of four panels with info for the GM and a clean mood-filled skyline image facing the players. The panels are designed to give the GM on-the-fly suggestions using the GM Moves, Unique Moves, and NPC generation. One panel details the physical and mental harm rules. Scheduled to ship in May 2019.  
MUH 050567 .....\$21.00

## SPACE 1889: MARS SOURCEBOOK

Ever since telescopes have allowed it, mankind has observed the surface of Mars with its massive canal structures. But only when Thomas Edison set foot on the Red Planet was the truth revealed: Mars is home to a culture whose ancestors built the canals. They used them to distribute the water of the polar caps and thus saved the dying planet from the inevitable. This sourcebook provides an overview of the planet, divided into eight great regions, and its people: Join the British colonial efforts and the war against the militaristic Oenotrian Empire in the Central Basin, compete for allies or fight for resources! Scheduled to ship in May 2019.

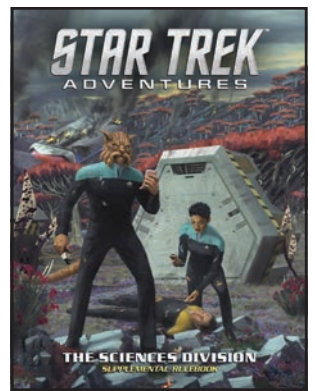
MUH 051259 .....\$34.99



## STAR TREK ADVENTURES RPG: THE SCIENCE DIVISION

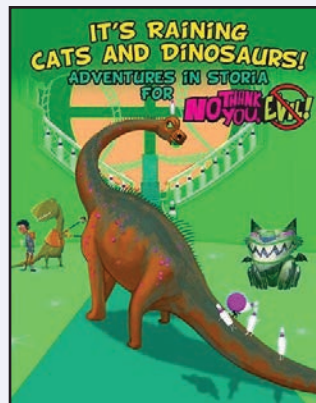
The *Science Division* supplemental rulebook provides Gamemasters and Players with a wealth of new material for use in *Star Trek Adventures* for characters in the sciences division. The Sciences Division supplemental rulebook includes detailed description of the sciences division, covering the science and medical departments, Starfleet Exploratory Division, Starfleet Science, and Starfleet Medical, an expanded list of Talents and Focuses for science and medical characters, as well as new character creation choices for cybernetic and genetic enhancements, a list of medical equipment and pharmaceuticals, and rules for their inclusion in *Star Trek Adventures* missions. Scheduled to ship in May 2019.

MUH 051065 .....\$32.99



## MONTE COOK GAMES

## SPOTLIGHT ON



## NO THANK YOU EVIL! RPG: IT'S RAINING CATS AND DINOSAURS

*It's Raining Cats and Dinosaurs!* will include the four adventures and a bunch of character and monster standups.

MKG 196 .....\$24.99

## OOMM GAMES

## LAST ONE STANDING: THE BATTLE ROYALE BOARD GAME 2ND EDITION

In *Last One Standing: The Battle Royale Board Game* up to 8 players find themselves on an ever-shrinking map where they must move, loot and shoot to be the last one standing. Scheduled to ship in July 2019.

OOM 00102 .....\$49.99



## PAIZO PUBLISHING



## PATHFINDER RPG: ADVENTURE PATH - AGE OF ASHES PART 1 - HELLKNIGHT HILL (P2)

When mysterious fires begin to burn atop the towers of a nearby citadel long ago abandoned by an order of Hellknights, a group of local heroes heads out to investigate.

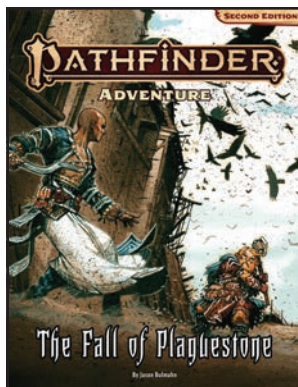
PZO 90145 .....\$24.99



**PATHFINDER RPG: ADVENTURE - THE FALL OF PLAGUESTONE (P2)**

A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend.

PZO 9555 ..... \$22.99

**PATHFINDER RPG: CONDITION CARD DECK (P2)**

With the Pathfinder Condition Card Deck, it's easy for players and GMs to keep track of the Second Edition Pathfinder RPG's most common conditions.

PZO 2204 ..... \$22.99

**PATHFINDER RPG: FLIP-MAT - THE FALL OF PLAGUESTONE (P2)**

Bring your *Fall of Plaguestone* adventures to life on your tabletop with this double-sided full-color *Flip-Mat* featuring key encounter locations from the premiere *Pathfinder Second Edition* adventure on either side!

PZO 30100 ..... \$14.99

## SPOTLIGHT ON

**PATHFINDER RPG: BESTIARY HARDCOVER (P2)**

More than 400 of fantasy's fiercest foes burst from the pages of this enormous 360-page compendium of the most popular and commonly encountered creatures in the world of *Pathfinder*!

PZO 2102 ..... \$49.99

## SPOTLIGHT ON

**PATHFINDER RPG: CORE RULEBOOK HARDCOVER (P2)**

This comprehensive 640-page guide to the *Pathfinder* roleplaying game provides everything you need to set out on a world of limitless fantasy adventure!

PZO 2101 ..... \$59.99

**PATHFINDER RPG: GM SCREEN (P2)**

This beautiful 4-panel landscape-style screen features stunning artwork from Ekaterina Burmak on the player's side, and a huge number of charts and tables on the GM side to speed up play and reduce time spent leafing through rulebooks in search of an obscure modifier or result.

PZO 2201 ..... \$19.99

**PATHFINDER RPG: BESTIARY HARDCOVER (SPECIAL EDITION) (P2)**

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

PZO 2102-SE ..... \$69.99

**PATHFINDER RPG: COMBAT PAD (P2)**

Never miss a turn with the *Pathfinder Combat Pad* initiative tracker, now optimized for use with *Pathfinder Second Edition*!

PZO 2203 ..... \$24.99

**PATHFINDER RPG: CORE RULEBOOK HARDCOVER (SPECIAL EDITION) (P2)**

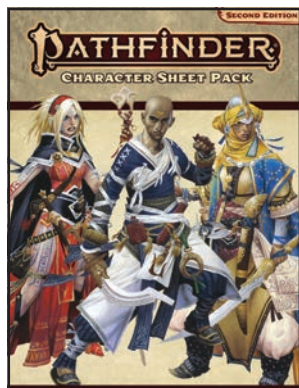
This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark.

PZO 2101-SE ..... \$79.99

**PATHFINDER RPG: LOST OMENS WORLD GUIDE HARDCOVER (P2)**

This comprehensive 136-page hardcover overview of the world of *Pathfinder* provides everything you need to know for a lifetime of adventure in the Age of Lost Omens!

PZO 9301 ..... \$36.99

**PATHFINDER RPG: CHARACTER SHEET PACK (P2)**

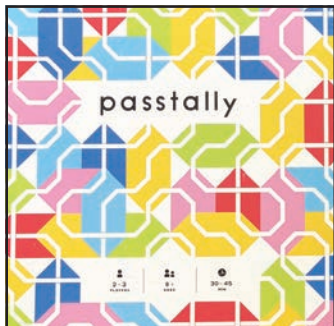
With a specially designed two-sided character sheet for each of the 12 character classes in the *Pathfinder Core Rulebook* and additional sheets for tracking equipment and spells, there's no better way to bring a touch of class to your character's life!

PZO 2202 ..... \$14.99





## PANDASAURUS GAMES



### PASSTALLY

How high can you climb? Use beautiful tiles to create your path, and score big. A long path isn't enough, you'll need to stack tiles high to win! This beautiful game looks simple, but can be deceptively tactical.

PAN 201907 .....\$29.95

## PHALANX

### U-BOOT: THE BOARD GAME

Scheduled to ship in May 2019.



#### ALL RESIN PACK

Each pack includes 28 resin game pieces: Environmental Conditions x15, Supply Tokens x7, and Interior Pieces x6.

AGS PHGA036 .....\$80.00

#### ECO-LEATHER GIANT PLAYING MAT

Each pack includes an eco-leather mat with foam bottom, waterproof and scratch resistant, 2mm thick, rollable, foldable, and anti-allergic.

AGS PHGA034 .....\$59.95



#### LATEX GIANT PLAYING MAT

Each pack includes a smooth texture latex mat, waterproof and scratch resistant, 0.7mm thick, UV proof, and rollable.

AGS PHGA035 .....\$34.95



#### WOODEN PLOTTING TOOLS

Each pack includes all the plotting tools made in wood (ruler, 360 degree protractor, and pencil), customized with the Kriegsmarine insignia.

AGS PHGA040 .....\$14.95

## PLAID HAT GAMES



## FEATURED ITEM



### GUARDIANS: HERO PACK - RETRIBUTION EXPANSION

New heroes emerge to fight for the future in the second Guardians Hero Pack, Retribution! Scheduled to ship in June 2019.

PHG PH2702 .....\$14.95



## FEATURED ITEM



### QUIRKY CIRCUITS

Quirky Circuits is a game of robot programming silliness brought to you by acclaimed designer Nikki Valens. Each player contributes to the programming of an adorable robo-friend. Scheduled to ship in May 2019.

PHG PH3300 .....\$39.95

## POKÉMON USA

### SPOTLIGHT ON



### TRADING CARD GAME

#### POKÉMON TCG: KANASKHAN-GX

Dont mess with Kangaskhan-GX, because this Pokémon can be a dangerous guardian if you threaten its little one! Combine that protective instinct with the power of a Pokémon-GX and a scrappy toughness, and youve got a winning combination. You get two versions of this Pokémon-GX, one for your deck and one for display, plus 4 Pokémon TCG booster packs. Guard those little Pokémon carefully with the Kangaskhan-GX Box! The Pokémon TCG: Kangaskhan-GX Box includes: 1 never-before-seen foil promo card featuring Kangaskhan-GX, 1 foil oversize card featuring Kangaskhan-GX, 4 Pokémon TCG booster packs

PUI 80625 ..... PI

## PORTAL

### 51ST STATE: ALLIES

51st State: Allies is the second expansion for 51st State Master Set! In Allies, you will discover new ways to ally your factions! Cards will now include a new alliance mechanism, that will grant you new unique bonuses and features. Will you try to unite the factions of the 51st State, or are you going to be a lone wolf? Will you create powerful combos between your allied cards? Finally, do you plan a welcome party for the three new factions which have crossed the wasteland and joined in the frey? Allies introduces Iron Gang, Uranopolis, and Sharrash! With them, you will discover new ways to dominate the wasteland!

PLG 1245 .....\$16.00







### ALIEN ARTIFACTS: BREAKTHROUGH

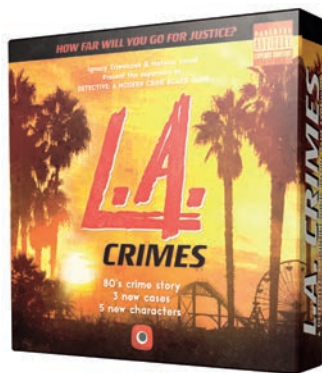
*Alien Artifacts: Breakthrough*, the second expansion for *Alien Artifacts*, takes place at the most intense point in human history! Face the new threats uncovered in *Discovery*, and experience new challenges for the space-faring factions. Humanity solved the mystery behind the alien technology and is ready to seize its powers! The *Alien Artifacts* base game is required to play.

PLG 1900 .....\$16.00

### IMPERIAL SETTLERS: ROLL AND WRITE

*Imperial Settlers: Roll & Write* is the newest member of the *Imperial Settlers* Family. It is a standalone game set in the universe of *Imperial Settlers* and *Imperial Settlers: Empires of the North*. The game is heavily focused on engine building! Constructing buildings will grant you a special bonuses, and with each passing turn the game will offer you more choices as your empire will gain momentum.

PLG 1221 .....\$30.00



### DETECTIVE: L.A. CRIMES

This expansion includes three new cases that create one exciting campaign. *L.A. Crimes* introduces new playable characters and new mechanics into the base game of *Detective: A Modern Crime Board Game*. You will be running surveillance to learn more about the suspects and accumulating stress much faster when deciding to break protocols in order to get criminals behind bars! How far will you go?

PLG 1924 .....\$30.00



### WARMACHINE

Scheduled to ship in June 2019.



### KHADOR KOVNIK APPRENTICE KRATIKOFF SOLO (WHITE METAL)

PIP 33137 .....\$14.99



### MERCENARIES CAPTAIN RAHERA, TERROR OF THE WAILING SEA WARCASTER (WHITE METAL)

PIP 41159 .....\$14.99



### MERCENARIES SWASHBUCKLER LIGHT WARJACK (RESIN AND WHITE METAL)

PIP 41149 .....\$23.99



### CELTIC DICE SET 3D BLACK/RED (7)

QWS SCER06 .....\$17.00



### DICE CUP: SKULL BEIGE LEATHER

QWS CSKU124 .....\$27.00



### PATHFINDER TYRANT GRASP DICE SET (7)

QWS SPAT2K .....\$13.00



### STARFINDER DICE SET (7)

QWS STAR67 .....\$13.00

## PRIVATEER PRESS

### MONSTERPOCALYPSE

Scheduled to ship in June 2019.



### EMPIRE OF THE APES APE GUNNERS & APE INFILTRATOR UNITS (WHITE METAL)

PIP 51032 .....PI



### EMPIRE OF THE APES ASSAULT APES & ROCKET APE UNITS (WHITE METAL)

PIP 51031 .....PI



### EMPIRE OF THE APES JUNGLE FORTRESS (RESIN)

PIP 51047 .....PI



### EMPIRE OF THE APES KING KONDO MONSTER (RESIN AND WHITE METAL)

PIP 51028 .....PI

## Q-WORKSHOP



### DICE BAG: BRANDED FULLPRINT

QWS BQWB151 .....\$9.50



### DICE BAG: FOREST FULLPRINT BLACK/GREEN

QWS BFOR151 .....\$9.50

## RED RAVEN GAMES



### THE ANCIENT WORLD 2ND EDITION

In an ancient world forgotten by time, enormous titans terrorize the land. Five tribes have been fleeing from the titans for centuries, but things are about to change. You, the leader of a small nation, pledge to end the reign of terror and fight back. This second edition includes: New or updated art on almost every card and token, expanded gameplay — Titans now attack you!

RVM 021 .....\$59.99



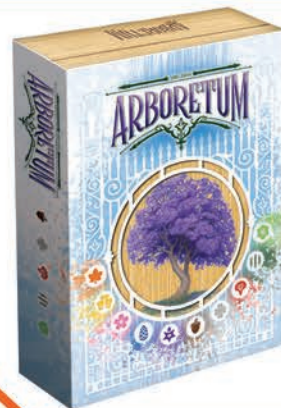


## ARBORETUM DELUXE (RGS00847)

- Includes a two-piece engraved and heat-treated box
- Premium rainbow foil finish on heavier weight cards
- Full color sleeve matching the art and flavor of the game

**MSRP:** \$35    **Ages:** 8+    **2-4 Players**    **30 Min**

**Available Now!**



## ARCHITECTS OF THE WEST KINGDOM

(RGS00819)

- West Kingdom adventure with stunning artwork and quality components.
- Become an ambitious royal architect to impress the king by building notable landmarks in the kingdom
- First stand-alone game in the West Kingdom Trilogy

**MSRP:** \$50    **Ages:** 12+    **1-5 Players**    **60-80 Min**

**Available Now!**



## CLANK! ACQUISITIONS INCORPORATED UPPER MANAGEMENT PACK (RGS02001)

- Play as one your favorite Acquisitions Incorporated Characters
- Includes gorgeous miniatures and unique starting decks with special powers!
- Compatible with Clank! A Deck-Building Adventure

**MSRP:** \$25    **Ages:** 13+    **2-4 Players**    **30-60 Min**

**May Release!**



## GAME OF THRONES: OATHBREAKER

(RGS02002)

- Claim the Iron Throne, serve loyally, or scheme to bring down the King!
- The King offers rewards and punishments as players work together to complete (or undermine) a series of Missions.
- When all Missions have succeeded or failed, either the King and his loyalists or the traitorous Oathbreakers win!
- Designed for 5-8 players ages 12+

**MSRP:** \$35    **Ages:** 12+    **5-8 Players**    **30-45 Min**

**May Release!**





## BUBBLE TEA (RGS00821)

- Kawaii cats and bubble tea ingredients mix it up in this game
- Become a bubble tea master by fulfilling customer orders
- Comes with thematic dice shaker and 2 play modes to shake up the fun

**MSRP:** \$20    **Ages:** 8+    **1-5 Players**    **20 Min**

**July Release!**

**NEW!**  
**RELEASE**



## EX LIBRIS (RGS00577)

- Choose from one of the 12 unique librarians to play!
- Alphabetize your books to maximize your score!
- A worker placement game with rotating action spaces!

**MSRP:** \$60    **Ages:** 10+    **2-4 Players**    **45 Min**

**Available Now!**



## OVERLIGHT ADVENTURE: THE IVORY MAUSOLEUM (RGS02028)

- A new adventure for Overlight Adventure RPG
- When the players are tasked with tracking down a missing delivery they are caught up in the schemes of a pair of villains who are determined to forge their own mark upon the world with blood and bone.

**MSRP:** \$15    **Designers:** Chris Williams with Paul Alexander Butler

**Cover Artist:** Johanna Barnum

**NEW!**  
**RELEASE**



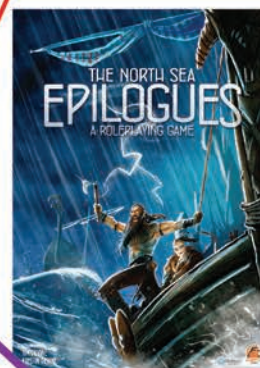
## THE NORTH SEA EPILOGUES RPG (RGS4853)

- Journey deeper into the world as a Viking warrior!
- Set in the award-winning world of Raiders of the North Sea
- Create heroes and set out to battle enemies, uncover mysteries and gain reputation.

**MSRP:** \$30    **Designer:** Tim Devine, Kristin Devine

**Cover Artist:** Mihajlo Dimitrievski

**NEW!**  
**RELEASE**





## RESTORATION GAMES

### CONSPIRACY: THE SOLOMON GAMBIT

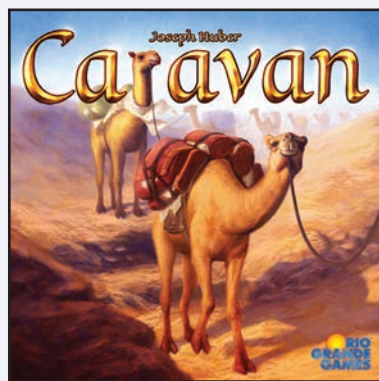
Restoration of the 1973 classic spy game of bluffing, bidding, and control. Players use agents to carry the briefcase to the HQ to win the game, but who controls the agent depends on who much you secretly paid them.

REG 9004 .....\$49.95



## RIO GRANDE GAMES

### SPOTLIGHT ON



#### CARAVAN

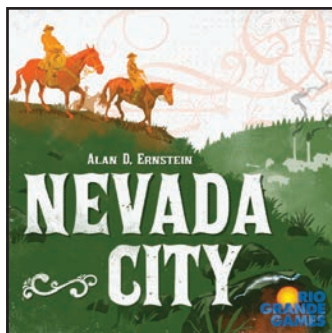
1300 AD, Western Africa — the desire for goods such as ivory in Europe drives the development of many trade routes, with caravans of camels delivering goods across the desert landscape. In *Caravan*, players position their camels to deliver goods where they are wanted. But beware! Your rivals are interested in the same goods and they care not above casting a greedy eye on your caravans... Scheduled to ship in May 2019.

REG 549 .....\$49.95

### NEVADA CITY

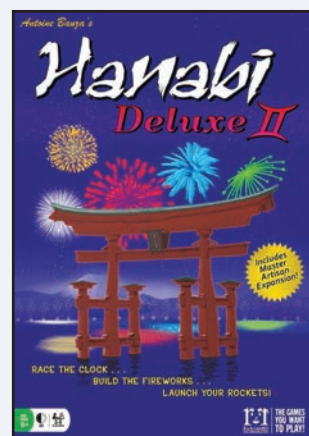
In *Nevada City*, each player represents one of the town's founding families, determined to shape the town's growth. You will need to hire ranch hands and all types of tradesmen. You will need to produce and sell resources in order to build the businesses that will meet the needs of the growing town. But life in the Old West is fraught with uncertainty. You will face hardships such as fires, draughts, and dangerous travelers. The player who best overcomes these challenges will become the new mayor of Nevada City. Will they raise a statue in the town square to honor you? Or will you be a mere footnote in the history of the Old West? Scheduled to ship in June 2019.

REG 566 .....\$69.95



## R & R GAMES

### SPOTLIGHT ON



#### HANABI DELUXE II

Scheduled to ship in May 2019.

RRG 871 .....\$69.99

### BITE YOUR TONGUE

Scheduled to ship in May 2019.

RRG 811 .....\$19.99

### HIDE & SEEK SAFARI MONKEY II

Scheduled to ship in June 2019.

RRG 711 .....\$34.99

### MONKEY IN THE MIDDLE

Scheduled to ship in April 2019.

RRG 929 .....\$14.99

## SOLARFLARE GAMES



#### ROBOTECH: CRISIS POINT

The Second Robotech War rages! One player leads the plotting, scheming, desperate Robotech masters, while the other player commands the valiant and determined Army of the Southern Cross. In this head-to-head card game, players are engaged in conflict for control of the Earth, each side pitting their varied infantry and mecha-based units against each other in an all-out war with only one victor. In addition to their mecha and weapons, players wield powerful command actions and amazing heroes to turn the tide of conflict and ensure victory. Scheduled to ship in June 2019.

SRF 0602 .....\$29.99



#### ROBOTECH: GRAND CANNON EXPANSION

This booster pack of cards adds the Grand Cannon to the game, as well as additional heroes and commands to expand the game play and strategy of *Force of Arms*. Pick this booster pack up today and expand the scope of battle of the RDF versus the Zentaedi in the First Robotech War! Scheduled to ship in June 2019.

SRF 0601 .....PI

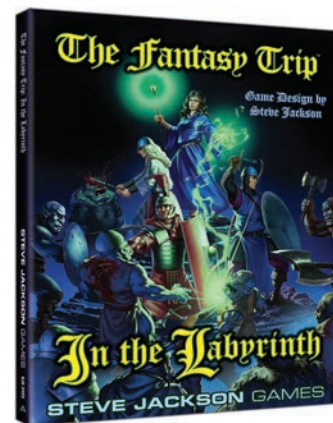
## STEVE JACKSON GAMES



#### CTHULHU DICE PURPLE/GREEN

Serving Cthulhu is fun... except for all those other cultists out to get you. So get them first! *Cthulhu Dice* lets you drive your rivals mad - very, very quickly! Players take turns rolling the big, beautiful, custom 12-sided die, embossed with tentacles, Elder Signs, and more. Destroy your opponents' sanity! Better yet, steal it! But, watch out for Cthulhu — when he surfaces, he takes sanity from everyone! The last sane cultist wins — unless everyone goes mad together, then Cthulhu wins! Scheduled to ship in June 2019.

SJG 131342 .....\$6.95

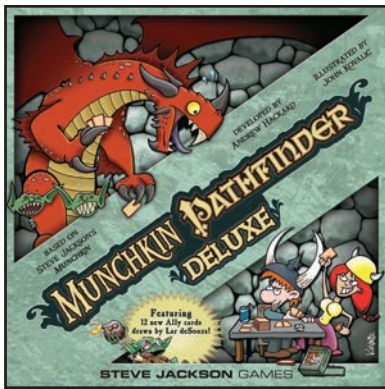


#### THE FANTASY TRIP: IN THE LABYRINTH

Old-school dungeon-crawling at its best. Welcome to a world where swords and sorcery meet fragments of super-science, medieval knights battle monsters, and wizards labor in their towers to cast every-more-powerful spells. This hardcover edition of *The Fantasy Trip: In the Labyrinth* covers roleplaying, character creation and experience, and advanced magic and combat rules for players who already have *Melee* and *Wizard*.

SJG 3455 .....\$34.95





### MUNCHKIN PATHFINDER: DELUXE

This deluxe edition of *Munchkin Pathfinder* introduces new classes like the Alchemist and Witch, while players can join a Faction to become an Eagle Knight or a Red Mantis Assassin, and arm themselves with the T-Bone Stake and the Armor of Insults to defeat the Ghoul Friday, the Whispering Tyrant, and Lamashtu, the Mother of Monsters! But first you'll have to fight your way through all those goblins... and kill them and take their stuff! Featuring a brand-new mechanic ("Factions") and a new D6 for the iconic Pathfinder Goblin, *Munchkin Pathfinder: Deluxe* comes complete with 168 cards, a custom six-sided die, pawns and plastic stands for six players, a rulesheet, and a gameboard. Scheduled to ship in June 2019.

SJG 1498.....\$29.95

## SPOTLIGHT ON



### MUNCHKIN: WARHAMMER 40K FAITH AND FIREPOWER EXPANSION

The first expansion for *Munchkin Warhammer 40,000* is here! This 112-card set features two fan-favorite Armies: the devoted and deadly Adepta Sororitas (Sisters of Battle) and the mysterious, inhuman T'au. Fight for the honor of the Emperor or strive to achieve the Greater Good... either way, you'll be working against the forces of Chaos as you try to be the first player to Level 10!

SJG 4482.....\$19.95

### MUNCHKIN: WARHAMMER 40K SAVAGERY AND SORCERY

Scheduled to ship in July 2019.

SJG 4483.....\$19.95



## STONEMAIER GAMES



### EUPHORIA: IGNORANCE IS BLISS

*Euphoria: Ignorance Is Bliss* is the expansion to *Euphoria: Build a Better Dystopia*. Welcome back to Euphoria! While you were away, the Icarites descended from their lofty perch among the clouds, imposing a new way of life upon the Euphorians, Wastelanders, and Subterraneans. Is this a fresh start for the dystopian citizens, or will history repeat itself?

STM 205.....\$25.00

# ROBOTECH CRISIS POINT

The Second Robotech War rages!

The scheming, desperate Robotech Masters battle the valiant and determined Army of the Southern Cross.

Engaged in conflict for control of the Earth, each side pits their infantry and mecha-based units in an all-out war with only one victor.

Will you save humanity or destroy it?



ORDER NOW! SKU: SRF0602



[www.solarflaregames.com](http://www.solarflaregames.com)

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GAMES

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GM

MAY 2019

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## STRONGHOLD GAMES



### BRIKKS

In *Brikks*, the active player rolls two dice. The two dice determine which specific 'quadromino' (piece) that all players must 'drop' into their grid. To represent this, you draw an outline of the block at the bottom of your sheet as if you had dropped it in from the top, then X out the spaces covered by the quadromino. If you cover a circle on the grid that's the same color as the quadromino just placed there, you collect two energy points.

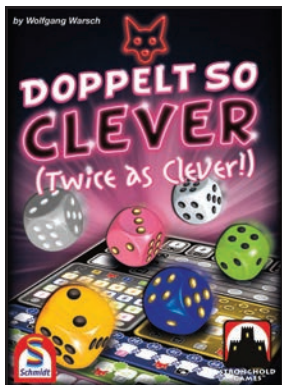
SHG 6027.....\$19.95



### DIZZLE

In *Dizzle*, players want to fill their scorecards with dice collected each round. Players take turns selecting dice from the center of the table. After the first die is collected, the next die collect by a player must be linked physically with the previous dice he or she collected on this turn. At the end of a round, mark all boxes on your scorecard filled with dice, and then return the dice to the center to start a new round. This might sound simple, but of course others will compete for the dice you need. Players score in various ways based on how well they fill up their sheet. And don't forget to watch out for those bombs in... *Dizzle*!

SHG 6028.....\$19.95



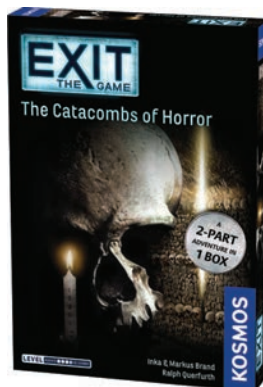
### TWICE AS CLEVER

#### (DOPPELT SO CLEVER)

*Twice As Clever* (aka *Doppelt So Clever*) follows the model of acclaimed game *'That's Pretty Clever (Ganz Schn Clever)'*. Each turn the active player rolls six dice, chooses one of them to mark off a space on their scoring grid, places any dice with lower numbers on the side, then re-rolls any remaining dice. The white die is a joker and can be used as any one of the other five colors. After the active player chooses at most three dice, then the other players choose one of the set-aside dice for use on their scoring sheet. This game was designed by award-winning game designer, Wolfgang Warsch!

SHG 6026.....\$19.95

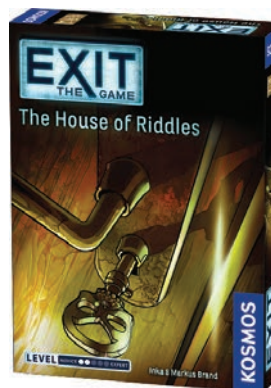
## THAMES & KOSMOS



### EXIT: THE CATACOMBS OF HORROR

Gloomy crypts lie under the city of Paris. The catacombs swallow city light, riddles, and, apparently, also people. After the mysterious disappearance of a friend in the catacombs, you and your team embark on a search party, making your way through the puzzling underground labyrinth. Will you be able to find your friend in time and escape this cavernous world of darkness? This double-sized *EXIT* game is presented in two separate parts. Scheduled to ship in June 2019.

TAK 694289.....\$24.95



### EXIT: THE HOUSE OF RIDDLES

You and your fellow detectives are summoned to an abandoned house. Never wanting to turn down an unsolved mystery, you arrive at the house. Suddenly, you hear screams and see that the entrance has shut behind you. What's happening here? Will you be able to crack the case and find your way out of the house? Scheduled to ship in July 2019.

TAK 694043.....\$14.95



### ROLL FOR ADVENTURE

The old kingdom is in danger. Enemy armies are attacking from all directions thanks to the Dark Lord, who seeks to cast eternal darkness across the land. Players must band together to collect the fabled power stones and complete the magical amulet. If they succeed, they'll save the empire and win the game. However, should even one area fall under the control of the Dark Lord, the players lose the game immediately. Scheduled to ship in June 2019.

TAK 692988.....\$34.95



### TRIBES

Experience 30,000 years of civilization in 45 minutes. *Tribes: Dawn of Humanity* is a civilization game with quick turns and fast rounds. The players lead their tribes in short, fast turns through the early history of humanity to the Bronze Age. They settle unknown lands and extract valuable resources through which they in turn discover new tools and inventions. Who will best prepare their tribe against events such as natural disasters? Who will take the lead, and who will follow in the footsteps? Scheduled to ship in June 2019.

TAK 691059.....\$49.95

## STUDIO 71

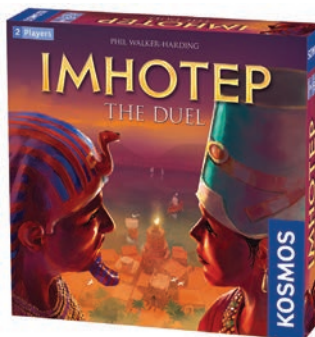
## SPOTLIGHT ON



### THE BINDING OF ISAAC: FOUR SOULS EXPANSION PACK

*Binding of Isaac: Four Souls* is a card game about sacrifice, betrayal and hoarding. This exclusive deck comes with 98 cards, including new characters and starting items, loot, monster and treasure cards. Scheduled to ship in April 2019.

S71 005.....\$20.00



### IMHOTEP: THE DUEL, 2 PLAYER GAME

The competition of the builders continues in *Imhotep: The Duel*! In this game, players take on the roles of Nefertiti and Akhenaten, one of Egypt's most famous royal couples. Game pieces must be cleverly placed so that players can unload the most valuable tiles from the six boats. While this is happening, each player builds their own four monuments in order to gain as many fame points as possible. Scheduled to ship in July 2019.

TAK 694272.....\$19.95





### UBONGO EXTREME FUN SIZE EDITION

A new addition to the *Ubongo* series, this *Extreme* version uses hexagonal shapes! Each player receives a set of eight tiles. The tiles are polyhexes — geometric shapes formed of equal-size hexagons joined edge to edge in different arrangements. Race against the timer and each other to perfectly fill the blank space on your puzzle board! Scheduled to ship in July 2019.  
TAK 699437 ..... \$14.95

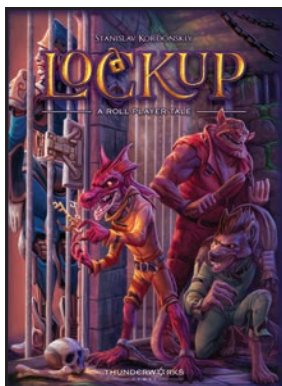
## THUNDERWORKS GAMES



### CARTOGRAPHERS: A ROLL PLAYER TALE

In *Cartographers: A Roll Player Tale*, players compete to get the highest reputation at the end of four seasons. Each season, players draw on their map sheet and score against unique conditions at the end of the season. But you are not alone in this wilderness. The Dragul contest your claims with their outposts, and so you must draw your lines carefully to reduce their influence. The player with the highest reputation at the end of the year is declared the winner. Scheduled to ship in July 2019.

TWK 4050 ..... \$24.95



### LOCKUP: A ROLL PLAYER TALE

*Lockup: A Roll Player Tale* is a competitive worker-allocation game for one to five players. In the game, players manage groups of minions — gnolls, kobolds, bugbears, goblins, or insectoids — locked up in Kulbak Prison. Each round, players try to keep their suspicion from the guards under control while allocating their crew to different locations within Kulbak. The player with the strongest crew in each location at the end of each round gains the most resources, hires the most powerful crew, and builds the most powerful items, increases their reputation. The player with the highest reputation at the end of six rounds, wins the game. Scheduled to ship in July 2019.

TWK 4000 ..... \$49.95

## TIPTOP THINGS

### AIR DECK: PLUS PLUS

TPT 1008 ..... \$6.95

### AIR DECK: TROPICANA

TPT 1007 ..... \$6.95

## ULTRA PRO INTERNATIONAL



### ASCENSION: SKULLS & SAILS

In *Ascension: Skulls & Sails*, conquer the high seas and captain your ship to explore all corners of The Severed Sea! Find treasure, use your crew to acquire powerful cards, and defeat terrifying sea monsters in this pirate-themed version of the award-winning *Ascension* deckbuilding strategy game. Throughout the game, players start with a small group of loyal but untrained followers, you acquire mighty Heroes and powerful Constructs to aid you in your quest to defeat evil Monsters and achieve victory. Scheduled to ship in April 2019.

UPI 10171 ..... PI



# The Fantasy Trip™ Legacy Edition

The return of the classic  
roleplaying game!



thefantasytrip.com | [Twitter](#) | [Instagram](#) | [Facebook](#) | #PlaySJGames

GAMES

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GTM

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**BREAKING BAD**  
Scheduled to ship in April 2019.**HEAVY METAL 7 RPG DICE SET**

UPI 86854..... PI

**FATE EXTRA**

Scheduled to ship in June 2019.

**PLAY MATS****FRANCIS DRAKE**

UPI 15127..... PI

**NERO, RIN AND RANI**

UPI 15126..... PI

**RIN**

UPI 15125..... PI

**PRO 100+ DECK BOX****NERO**

UPI 85953..... PI

**SUMMONING**

UPI 85952..... PI

**GEMSTONE RPG DICE (7)**

Scheduled to ship in April 2019.

**BLUE SANDSTONE**

UPI 85996..... PI

**GOLD SANDSTONE**

UPI 85995..... PI

**HEMATITE**

UPI 85997..... PI

**JUMBO D20 NOVELTY DICE  
PLUSH - BLUE WITH SILVER**

Scheduled to ship in April 2019.

UPI 85856..... PI

**MODERN  
HORIZONS****MAGIC THE GATHERING:****MODERN HORIZONS****DECK PROTECTOR SLEEVES (100) V1**

UPI 18079..... PI

**DECK PROTECTOR SLEEVES (100) V2**

UPI 18080..... PI

**DECK PROTECTOR SLEEVES (100) V3**

UPI 18081..... PI

**PLAY MAT V1**

UPI 18085..... PI

**PLAY MAT V2**

UPI 18086..... PI

**PLAY MAT V3**

UPI 18087..... PI

**PLAY MAT V4**

UPI 18088..... PI

**PLAY MAT V5**

UPI 18089..... PI

**PLAY MAT V6**

UPI 18090..... PI

**PLAY MAT V7**

UPI 18091..... PI

**PRO 100+ DECK BOXES V1**

UPI 18082..... PI

**PRO 100+ DECK BOXES V2**

UPI 18083..... PI

**PRO 100+ DECK BOXES V3**

UPI 18084..... PI

**PRO-BINDER**

UPI 18127..... PI

**MUNCHKIN: PLUTONIUM  
DICE POUCH**

Scheduled to ship in April 2019.

UPI 85923..... PI

**ONE TOUCH  
MAGNETIC HOLDER****8"x10" UV**

Scheduled to ship in May 2019.

UPI 85402-UV..... PI

**BLACK BORDER UV 130PT**

Scheduled to ship in April 2019.

UPI 85917-UV..... PI

**ROOKIE BLACK BORDER UV 35PT**

Scheduled to ship in April 2019.

UPI 85919-UV..... PI

**POKER PLAY MAT**

Scheduled to ship in April 2019.

UPI 85351..... PI

**PUCK AND CARD  
CLEAR FLIP DISPLAY**

Scheduled to ship in May 2019.

**35PT**

UPI 85676..... PI

**120PT**

UPI 85674..... PI

**GOLDEN MOTH****PLAY MAT WITH TUBE**

UPI 85872..... PI

**PRO 100+ DECK BOX**

UPI 85868..... PI

**STANDARD SIZE DECK PROTECTORS (100)**

UPI 85866..... PI

**HEISENBERG****PLAY MAT WITH TUBE**

UPI 85877..... PI

**PRO 100+ DECK BOX**

UPI 85870..... PI

**STANDARD SIZE DECK PROTECTORS (100)**

UPI 85867..... PI

**LOS POLLOS****PLAY MAT WITH TUBE**

UPI 85873..... PI

**PRO 100+ DECK BOX**

UPI 85869..... PI

**STANDARD SIZE DECK PROTECTORS (100)**

UPI 85865..... PI

**DUNGEONS &  
DRAGONS**

Scheduled to ship in April 2019.

**CHARACTER FOLIOS****MAD MAGE**

UPI 18037..... PI

**SHADOW DRAGON**

UPI 18038..... PI





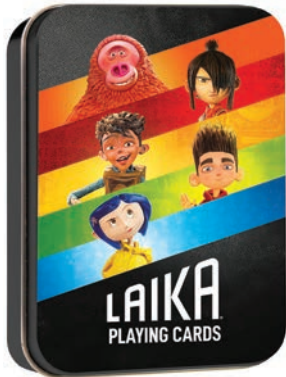
**DUNGEON ACADEMY**  
Scheduled to ship in July 2019.  
USO DA130000..... PI



**FURRY FOODIES**  
Scheduled to ship in July 2019.  
USO FF131000..... PI



**HARRY POTTER HOLIDAY #1 550  
PIECE PUZZLE**  
Scheduled to ship in July 2019.  
USO PZ010685..... PI



**LAIKA PLAYING CARDS DECK TIN**  
Scheduled to ship in July 2019.  
USO PC132646..... PI



**RICK AND MORTY JENGA**  
Scheduled to ship in July 2019.  
USO JA085434..... PI



**SAILOR MOON PLAYING CARDS  
DECK TIN**  
Scheduled to ship in July 2019.  
USO PC113586..... PI

## VALLEJO

### SCENICS

Scheduled to ship in June 2019.



**ALLIED JERRYCAN SET**  
VAL SC206.....\$13.99



**ARDENNES VILLAGE WALL  
(24x7CM)**  
VAL SC106.....\$19.99



**CIVILIAN FUEL DRUMS**  
VAL SC203.....\$13.99



**COBBLESTONE ROAD**  
VAL SC105.....\$19.99



**COBBLESTONE SET**  
VAL SC231.....\$10.99



**COLORLED BRICKS**  
VAL SC232.....\$10.99



**CONCRETE BARRIERS**  
VAL SC214.....\$11.99



**DAMAGED CONCRETE BARRIERS**  
VAL SC215.....\$11.99



**DAMAGED ROOF  
SECTION AND TILES**  
VAL SC230.....\$11.99



**FACTORY FACADE**  
VAL SC107.....\$29.99



**FRENCH STREET**  
VAL SC108.....\$32.99



**GARBAGE BINS #1**  
VAL SC212.....\$13.99



**GARBAGE BINS #2**  
VAL SC213.....\$13.99



**GERMAN FUEL DRUMS #1**  
VAL SC201.....\$13.99



**GERMAN FUEL DRUMS #2**  
VAL SC202.....\$13.99



**GERMAN JERRYCAN SET**  
VAL SC207.....\$13.99



**GERMAN RUINED BUILDING**  
VAL SC003.....\$30.99



**HOCKERHINDERIS  
ANTI-TANK BARRIERS**  
VAL SC219.....\$13.99





**HOCKERSHINDERNIS TYPE 38  
ANTI-TANK BARRIERS**

VAL SC218.....\$10.99

**IDF JERRYCAN SET**

VAL SC208.....\$13.99

**LARGE AMMO BOXES (12.7MM)**

VAL SC221.....\$13.99

**METAL SUITCASES**

VAL SC226.....\$10.99

**MODERN FUEL DRUMS**

VAL SC204.....\$13.99

**MODERN GAS BOTTLES**

VAL SC209.....\$18.99

**MODERN PLASTIC DRUMS #1**

VAL SC210.....\$13.99

**MODERN PLASTIC DRUMS #2**

VAL SC211.....\$13.99

**NORMANDY VILLAGE WALL  
(24x7CM)**

VAL SC109.....\$19.99

**OLD BRICK WALL (15x10CM)**

VAL SC005.....\$21.99

**PANZERFAUST 60 M SET**

VAL SC222.....\$13.99

**ROOF TILES SET**

VAL SC229.....\$11.99

**STREET CORNER WITH  
WATERPUMP NORMANDY**

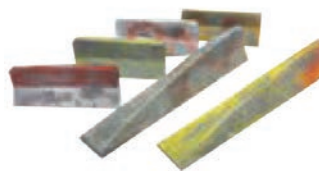
VAL SC004.....\$38.99

**TRIDENT ANTI-TANK OBSTACLE**

VAL SC220.....\$11.99

**UNIVERSAL METAL CASES**

VAL SC223.....\$6.99

**URBAN CONCRETE BARRIERS**

VAL SC228.....\$10.99

**URBAN STREET POLES #1**

VAL SC216.....\$10.99

**URBAN STREET POLES #2**

VAL SC217.....\$10.99

**VILLAGE GATE (15x15CM)**

VAL SC006.....\$27.99

**WEHRMACHT FUEL DRUMS**

VAL SC205.....\$13.99

**WICKER SUITCASES**

VAL SC227.....\$10.99

**WOODEN BARRELS**

VAL SC225.....\$13.99

**WWII GERMAN FOOD  
CONTAINERS**

VAL SC224.....\$13.99

**WARLORD GAMES****BLOOD RED SKIES**

Scheduled to ship in April 2019.

**GERMAN FW 190D DORA ACE:  
HANS DORTENMANN**

WLG 772211005.....PI

**GERMAN FW 190D  
DORA SQUADRON**

WLG 772211004.....PI

**GERMAN JU87D  
STUKA SQUADRON**

WLG 772211001.....PI

**GERMAN ME410 ACE:  
EDUARD TRATT**

WLG 772211003.....PI





**GERMAN ME410 SQUADRON**  
WLG 772211002..... PI

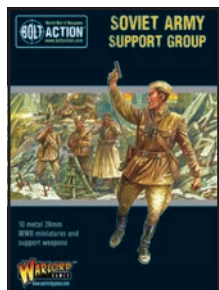
**LUFTWAFFE CARD PACK**  
WLG 779511001..... PI

**BOLT ACTION**  
Scheduled to ship in April 2019.



**GERMAN HEER SUPPORT GROUP**  
WLG 402212006..... PI

**HUNGARIAN ARMY HONVED DIVISION SECTION (WINTER)**  
WLG 402217402..... PI



**SOVIET ARMY SUPPORT GROUP**  
WLG 402214004..... PI

**SOVIET ASSAULT ENGINEERS SQUAD**  
WLG 402214003..... PI

**CRUEL SEAS**  
Scheduled to ship in April 2019.



**BRITISH ROYAL NAVY FAIRMILE D MTB 624**  
WLG 785101003..... PI



**GERMAN KRIEGSMARINE MARINEFAHRPRAHM F-LIGHTER**  
WLG 785112007..... PI



**GERMAN KRIEGSMARINE R-23 R-BOAT**  
WLG 785102007..... PI



**JAPANESE IMPERIAL NAVY T-14 CLASS MTB**  
WLG 785012006..... PI



**MERCHANT TANKER**  
WLG 785119003..... PI



**MTB PENS**  
WLG 782610001..... PI



**SOVIET NAVY BRONEKATOR PR.1125**  
WLG 785011004..... PI



**SOVIET NAVY D-3 MTB**  
WLG 785011005..... PI



**US NAVY COASTAL CUTTER SUBCHASER**  
WLG 785111011..... PI

**WARLORD SCENICS**  
Scheduled to ship in May 2019.

**ANCIENT OAKLAND 10MM TUFTS**  
WLG 803510022..... PI

**AUTUMN 100 TUFTS**  
WLG 803510012..... PI

**DEAD 10MM TUFTS**  
WLG 803510015..... PI

**DESERT 10MM TUFTS**  
WLG 803510025..... PI

**FLOWER 10MM TUFTS**  
WLG 803510021..... PI

**HEATHER 10MM TUFTS**  
WLG 803510020..... PI

**MARSHLAND 10MM TUFTS**  
WLG 803510018..... PI

**MOORLAND 10MM TUFTS**  
WLG 803510024..... PI

**PATCHY 10MM TUFTS**  
WLG 803510014..... PI

**SPRING 10MM TUFTS**  
WLG 803510010..... PI

**SUMMER 10MM TUFTS**  
WLG 803510011..... PI

**SWAMP 10MM TUFTS**  
WLG 803510016..... PI

**WILD GRASS 10MM TUFTS**  
WLG 803510019..... PI

**WILD MEADOW 10MM TUFTS**  
WLG 803510017..... PI

**WILD MOUNTAIN 10MM TUFTS**  
WLG 803510023..... PI

**WINTER 100 TUFTS**  
WLG 803510013..... PI

**WIZARDS OF THE COAST**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS RPG: GHOSTS OF SALTMARSH**

*Ghosts of Saltmarsh* brings classic adventures into fifth edition *Dungeons & Dragons*. This adventure book combines some of the most popular classic adventures from the first edition of *Dungeons & Dragons* including the classic U series, plus some of the best nautical adventures from the history of *Dungeon Magazine*: *Sinister Secret of Saltmarsh*, *Danger at Dunwater*, *Salvage Operation*, *Isle of the Abbey*, *The Final Enemy*, *Tammera's Fate*, *The Styes*.  
WOC C62970000..... \$49.95

**SPOTLIGHT ON**



**MAGIC THE GATHERING CCG: COMMANDER 2019 (4)**

The *Commander* series returns with four brand new ready-to-play decks for *Magic's* most popular multiplayer format. The *Commander* series is a great entry point for players interested in the format. Additionally, all cards included will be legal in *Legacy* and *Vintage*, piquing the interest of fans of *Eternal* formats as well. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC C64990000..... PI

**MAGIC THE GATHERING CCG: CORE SET 2020**

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

**BOOSTER DISPLAY (36)**  
WOC C60220000..... PI

**BUNDLE**  
WOC C60240000..... PI

**DECK BUILDER'S TOOLKIT (4)**  
WOC C60280000..... PI

**PLANESWALKER DECK DISPLAY (6)**  
WOC C60250000..... PI

**THEME BOOSTER DISPLAY (10)**  
WOC C63530000..... PI

**MODERN HORIZONS**

**MAGIC THE GATHERING CCG: MODERN HORIZONS BOOSTER DISPLAY (36)**

*Modern Horizons* is the first *Magic* set to skip Standard legality and aim straight for Modern. Inside are new-to-Modern cards, with a mix of new cards and reprints that will become Modern-legal for the first time. The set is full of cards that build up favorite Modern strategies, create new ones, and bring plenty of flavor to matches where Modern cards are legal. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
WOC C60270001..... PI

**WIZKIDS/NECA**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 12**

Scheduled to ship in August 2019. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. Scheduled to ship in August 2019.

**BOOSTER BRICK (8)**  
WZK 73938..... \$127.92  
**PREMIUM FIGURE**  
WZK 73940..... \$49.99

**GAMES**

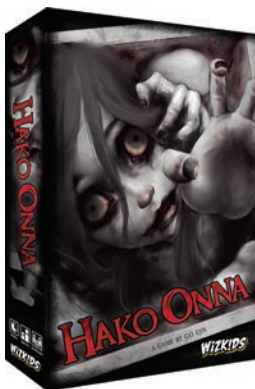
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**HAKO ONNA**

*Hako Onna* is a game of horror hide-and-seek, translated from the 4th edition of the popular Japanese game. One player plays the Hako Onna (the Woman in the Box), and the rest are Visitors, who are trying to escape from the mansion. As Visitors, you'll try not to make noise as you search the shadowy rooms of the mansion for items to protect yourself, for information, and for a way to escape what you do not see, but know is there. But if you stumble upon the Hako Onna, you're dead. Scheduled to ship in September 2019.

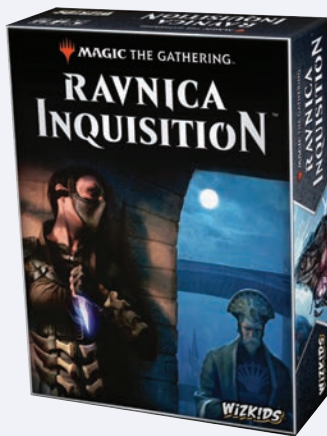
WZK 73505 .....\$29.99

## SPOTLIGHT ON

**MAGIC THE GATHERING: RAVNICA INQUISITION**

Join the Gatewatch or pledge your loyalty to Nicol Bolas in *Ravnica: Inquisition*, a social deduction game set on the *Magic: The Gathering* plane of Ravnica. Each player takes on the role of a representative of a Ravnican Guild that is either loyal to the Gatewatch or an Agent of Bolas. The Gatewatch loyalists are tasked with discovering who the Agents of Bolas are, while the Agents of Bolas simply need to survive in order to further the schemes of Nicol Bolas. Scheduled to ship in June 2019.

WZK 73139 .....\$14.99

**STAR TREK: ALLIANCE - DOMINION WAR CAMPAIGN**

*Star Trek: Alliance - Dominion War Campaign*, is an exciting starship battle game set in the *Star Trek* universe! One or more players will create their own Federation captains, form a task force, and work together to defeat the Dominion over a series of campaign missions. This box contains everything one or two players need to play the full campaign, including pre-painted plastic ships, custom dice, cards, tokens, and a 6-mission campaign book. Scheduled to ship in August 2019.

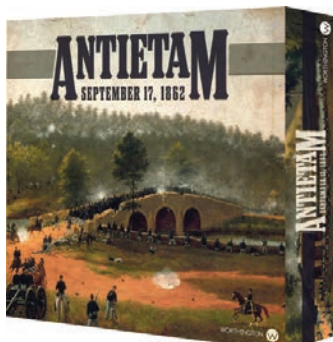
WZK 73650 .....\$49.99

## WORTHINGTON GAMES

**1759: THE SIEGE OF QUEBEC**

*1759: Siege of Quebec* is the first in our Great Sieges game series. The game was developed for solitaire play and players can play as either the French or the British against the solitaire player game engine. There is also a two-player version of the game. Both sides require you to make great decisions based on good strategy, keep your wits about you when orders do not turn out well, and press on to victory. Scheduled to ship in April 2019.

WOG WPUB036 .....\$65.00

**ANTIETAM 1862**

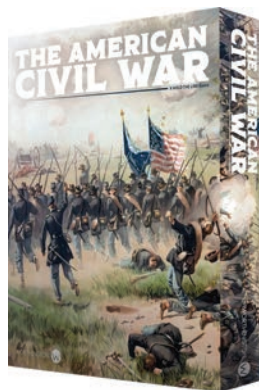
*ANTIETAM 1862* is Volume I in Worthington's *Civil War Brigade Battle Series*. With streamlined mechanics the series rules, and battle specific rules, gamers can refight the *Battle of Antietam* in 3 to 5 hours. This game will provide countless replays and hours of enjoyment to history buffs trying to see if they can recreate, or change history. Scheduled to ship in June 2019.

WOG WPUB037 .....\$75.00

**HASTINGS 1066**

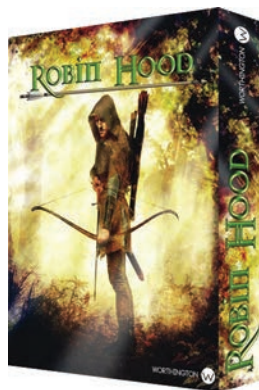
*Hastings 1066* is a short card game for two players using a simple board and cards representing the units. One player is the Saxons (English) led by Harold Godwinson (King Harold II); the other is the Normans, led by William of Normandy, later known as William the Conqueror because he was lucky enough to survive and win the battle. The objective of the game is to force the enemy to flee, or wipe them out. Scheduled to ship in March 2019.

WOG WPUB035 .....\$35.00

**HOLD THE LINE: AMERICAN CIVIL WAR**

*Hold the Line: The American Civil War* is a block game that uses modified rules from the *Hold the Line* game system. Infantry, artillery, cavalry, leaders, and even gunboats are deployed on the game board allowing players to refight great battles from the American Civil War. Scheduled to ship in April 2019.

WOG WPUB034 .....\$85.00

**ROBIN HOOD**

Medieval England has many Legends and Myths. One of the most enduring of English folklore is Robin Hood, legendary Outlaw archer and champion of the common people. *Robin Hood* is our two-player block game that brings all the action of Medieval England into play. It uniquely blends traditional Medieval soldiers like Knights, Pike men, Archers, etc. in movement and battle with role playing characters from the Robin Hood saga. Scheduled to ship in May 2019.

WOG WPUB033 .....\$69.00

**TRANQUILITY BASE WITH SOVIET MOON EXPANSION**

*Tranquility Base* is the new expanded and remastered edition of the award winning game *Moonshot The Game* by Van Overbay. Expanded to include new Mission, History, Wild and Instant cards, the games also features beautifully remastered NASA photos and uniquely designed game mechanics that provide players with an even more exciting and challenging race to moon? Included inside the *Tranquility Base* game box is the *Soviet Moon Expansion*. Scheduled to ship in May 2019.

WOG HIA001 .....\$90.00

## YY CARD WORLD

**CARDFIGHT VANGUARD TCG**

Scheduled to ship in April 2019.

**KOUJI IBUKI TRIAL DECK DISPLAY (6)**

Featuring a Trial Deck for Link Joker used by Kouji Ibuki. The clan type is Force! Power up with cards from the same-day release V-BT04 Vilest! Deletor. 1 each for 3 types of cards and 1 random card out of the remaining cards featured (11 types + 1 unit gift) will have holo treatment too. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404750 .....PI

**LIGHT OF SALVATION - LOGIC OF DESTRUCTION EXTRA BOOSTER DISPLAY (12)**

Featuring the latest trump cards of Aichi Sendou's Royal Paladin Units and Takuto Tatsunagi's Link Joker Units from the *Cardfight Vanguard* animation. Also featuring the trump cards of Kagero and Nova Grappler. All four types of Trigger Units from Link Joker reissued. A VR or SVR will definitely be included in every display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 404910 .....PI





### MISAKI TOKURA TRIAL DECK DISPLAY (6)

Featuring a Trial Deck for Oracle Think Tank, the Protect clan used by Misaki Tokura from the Miyaji Academy CF Club. Power up with cards from V-BT03 Miyaji Academy CF Club and V-BT01 Unite! Team Q4. 1 copy of Hexagonal Magus, Rectangle Magus, and Coeur Magus, and 1 random card from the other 12 types of cards (11 units + 1 unit gift), will have holo treatment. Also, the reissued starting vanguard and triggers will feature new illustrations. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404682..... PI



### MIYAJI ACADEMY CF CLUB BOOSTER DISPLAY (16)

With the increase in number of types of VR, the rate of getting a VR is increased too. Random displays will include two VRs instead. This booster can strengthen the Oracle Think Tank clan's Trial Deck Volume 05 Misaki Tokura and the Narukami clan's Trial Deck Volume 06 Naoki Ishida. Nubatama decks can be constructed with just this booster. Blaster Blade will get a special reissue with SP treatment. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404705..... PI



### NAOKI ISHIDA TRIAL DECK DISPLAY (6)

Featuring a Trial Deck for Narukami, the Accel clan used by Naoki Ishida from the Miyaji Academy CF Club. Power up with cards from V-BT03 Miyaji Academy CF Club. 1 copy of Great Composure Dragon, Recklessness Dragon, and Lizard Soldier, Riki, and 1 random card from the other 12 types of cards (11 units + 1 unit gift), will have holo treatment. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404699..... PI

### VILEST DELETOR BOOSTER DISPLAY (16)

This booster can strengthen the Link Joker clan's Trial Deck Volume 07 Kouji Ibuki released on the same day. This booster can also strengthen decks from the 4 clans of Booster Pack VolUme 02 Strongest! Team AL4. The 5 types of reissue features the First Vanguard and 4 trigger units of Shadow Paladin. Each box will definitely include 1 VR! More information about the parallel cards to be revealed. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404767..... PI



### PRIMARY MELODY EXTRA BOOSTER DISPLAY (12)

At least 1 card featuring a character from the Bermuda Triangle: Colorful Pastoral animation will be included in each box. Strengthen the Schokolade Melody Trial Deck that releases on April 12th. Start your Cardfight. Vanguard journey with a Bermuda Triangle deck. Stay tuned for more information about the parallel cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404842..... PI



### REVIVAL COLLECTION VOLUME 2 DISPLAY (10)

Still wishing for some cards to be reissued? The Revival Collection series returns. If you only have decks for the Standard format and want to experience the Premium format, this release featuring popular G units and support cards from previous releases is the one you've been waiting for. Premium format participants can also upgrade the rarity of their decks with this English exclusive release! Don't miss out on the chance to collect all the Zeroth Dragons too. Are you premium enough? **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404866..... PI



### SCHOKOLADE MELODY TRIAL DECK DISPLAY (6)

Will you receive the chocolate filled with the sincere feelings of the mermaids? An all-new Trial Deck for Bermuda Triangle splashes in. The clan type is "Force", suitable for new players. Card text is easy for new players to understand. Start your Vanguard journey with the cute mermaids. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404835..... PI



## FORCE OF WILL TCG



### VALHALLA CLUSTER - AWAKENING OF THE ANCIENTS BOOSTER DISPLAY (36)

Continuing the design philosophy from the first set, rulers will not be included within New Valhalla's third set *Awakening of the Ancients*. The card distribution rate will also take after the first and second set, being easier for players to collect four copies (a playset) of necessary cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 526431..... PI

## FUTURE CARD BUDDYFIGHT TCG

Scheduled to ship in April 2019.



### DEITY GARGA ARISES VOLUME 4 BOOSTER DISPLAY (30)

Tons of new cards for popular decks! Yuga, Subaru, Masato, and of course their arch nemesis, Ranma have all obtained various new powers. Their Buddies vastly enhanced. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404903..... PI



### RANMA AND VANITY VOLUME 2 BOOSTER DISPLAY (30)

Tons of powerful new cards. Ranma got his hands on powerful new cards to continue his war against Yuga and the rest of his old friends. Dimension Dragon, Dragonblood Sect, Bladedancer, and Drametal decks are boosted and raring for a climatic fight. Power-up your decks along with cards from True Awakening of Deities booster pack. Moreover, you can form an entirely new and powerful deck with cards from this booster alone. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 404798..... PI



### YUGA AND GARGA VOLUME 1

Tons of powerful new cards. Yuga, Subaru, and Masato got their hands on powerful new cards to fight their friend, Ranma. Garga, Astradrakon, Linkdragon Order, Godpunk, Electrodeity, Folkale, Cosmoman decks are boosted and raring for a climatic fight. Activate the Deity ability of Garga. Moreover, you can form an entirely new and powerful deck with cards from this booster alone. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. **BOOSTER DISPLAY (30)**

YCW 404781..... PI  
**TRIAL DISPLAY (6)**  
YCW 404897..... PI





## BANG DREAM! GIRLS BAND PARTY MULTI LIVE BOOSTER DISPLAY (20)

With new outfits, all members of Poppin'Party, Afterglow, Pastel Palettes, Roselia, and Hello, Happy World! gathers for a MULTI LIVE! Featuring the latest vibrant scenes from the mobile game! What's more, cards in this booster can be mixed together with cards from BanG Dream! Girls Band Party! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404736..... PI



## CARD CAPTOR SAKURA: CLEAR CARD BOOSTER DISPLAY (20)

Force without master, Heed my Staff of Dreams. Become my power. SECURE! This set assembles Sakura's friends from Tomoeda, as they figure middle school life together. Sakura's array of costumes will also make an appearance, with costumes being tied to specific Clear Cards and their unique abilities. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404507..... PI



## NO GAME NO LIFE TRIAL DISPLAY (6)

From Tokyo to Disboard, BLANK remained undefeated! How will they fare on the Weiss Schwarz stage? The main characters of this Trial Deck are the 2 genius siblings: Sora and Shiro. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404576..... PI



## SAO ALTERNATIVE GUN GALE ONLINE BOOSTER DISPLAY (20)

Gun your way to victory in Weiss Schwarz, using weapons such as P-chan, Suitcase, Smokescreen, and many more! Multiple cards that strengthen the simultaneously released Trial Deck are available!  
YCW 404606..... PI



## CARD CAPTOR SAKURA: CLEAR CARD SUPPLY SET

This set provides you with card supplies to protect, store, transport your precious decks. What's more, it includes 5 Booster Packs to strengthen your existing deck! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404743..... PI



## CARD CAPTOR SAKURA: CLEAR CARD TRIAL DISPLAY (6)

Sakura steps into a new middle school, and onto a brand new stage in Weiss Schwarz. Featuring scenes from the first two episodes of the anime, this Trial Deck is perfect for learning the basics of the game. The following characters will be appearing in this deck: Sakura, Tomoyo, Kero, Syaoran. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404491..... PI



## NO GAME NO LIFE BOOSTER DISPLAY (20)

Is this merely a game of Rock-paper-scissors? Replay scenes such as the chess game with Kurami, the word chain game with Jibril, the video game with the Warbeasts, and more. Multiple cards that strengthen the simultaneously released Trial Deck are available. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404583..... PI



## REVUE STARLIGHT TRIAL DISPLAY (6)

The curtain of the Stage of Fate opens in Weiss Schwarz! *Revue Starlight*, the multi-dimensional series that is a musical AND anime, debuts on a new stage. Will the Stage Girls' performance be as blindingly brilliant? **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404873..... PI



## SAO ALTERNATIVE GUN GALE ONLINE TRIAL DISPLAY (6)

Converting from the Gun Gale Online battlefield to the Weiss Schwarz stage. How would you survive in the world of guns and steel? This Trial Deck features the main characters from the anime, LENN, Fukaziroh, Pitohui, M, and others. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404590..... PI



## REVUE STARLIGHT BOOSTER DISPLAY (20)

The Stage Girls pull off their greatest battle performance yet, on the stage of Weiss Schwarz! Scenes from all 12 episodes will be included! Relive characters taking on Position Zero, or that momentous *Revue Duet* again! Featuring 9 pieces of original artwork from the animation studio! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
YCW 404880..... PI



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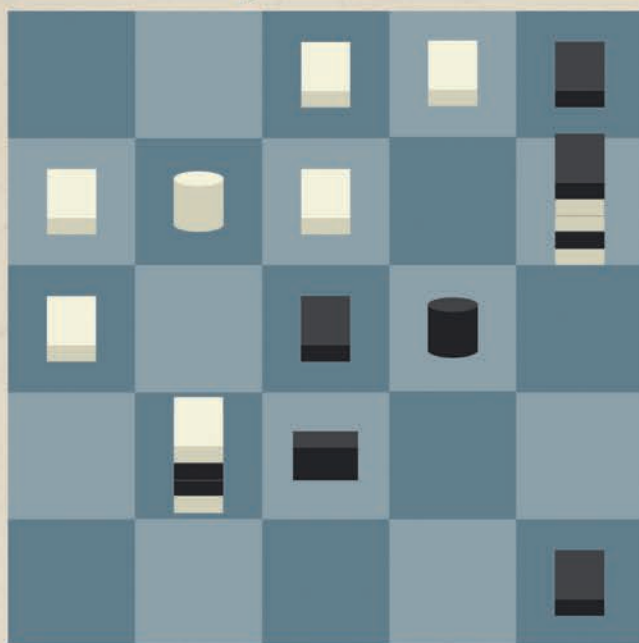
# Tak

A Beautiful Game

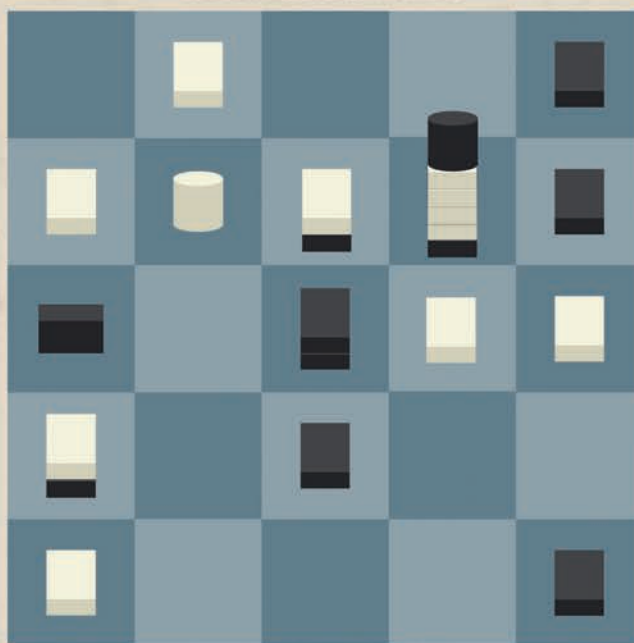
## Monthly Tak Puzzles

The two puzzles this month are called “Tinue” puzzles. “Tinue” is a board state in which no matter what move your opponent makes you will form a road. It's similar to checkmate in chess. Below are two puzzles. In both, it is black's turn, and Tinue can be reached in three moves. The actual win would occur two moves after Tinue (one for your opponent's unsuccessful defense and one for you to complete the win.)

### Beginner Puzzle



### Intermediate Puzzle



Solutions will appear in next month's Game Trade Magazine. In the meantime, visit [USTak.org](http://USTak.org) for more puzzles, information about Tak strategy and the opportunity to connect with other Tak enthusiasts!

### About Tak: A Beautiful Game

Tak was first conceptualized by Patrick Rothfuss in his bestselling novel *The Wise Man's Fear*. With the help of renowned game designer James Ernest, Tak has been brought to life as an elegant two-player game reminiscent of classics like Go and mancala. To learn more about Tak, visit your friendly local game store or [jamesernest.com/tak](http://jamesernest.com/tak).

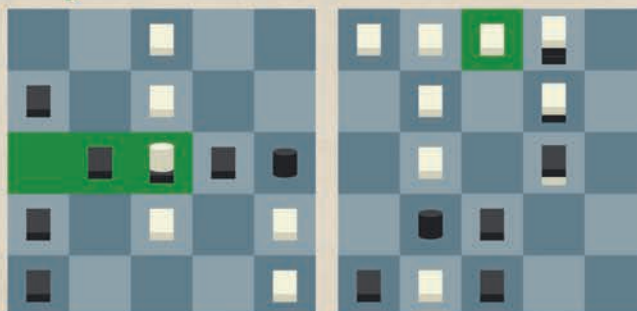


US Tak  
Association



### Solutions from April:

#### Beginner Solution: Intermediate Solution:



For the full sequence of moves in the intermediate solution, visit <https://bit.ly/2TjkFUj>.

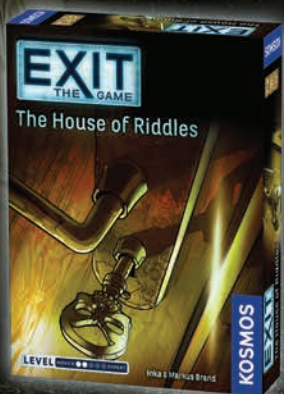


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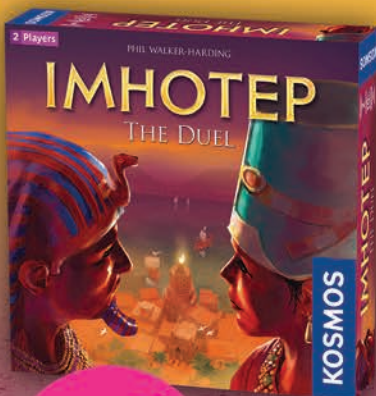
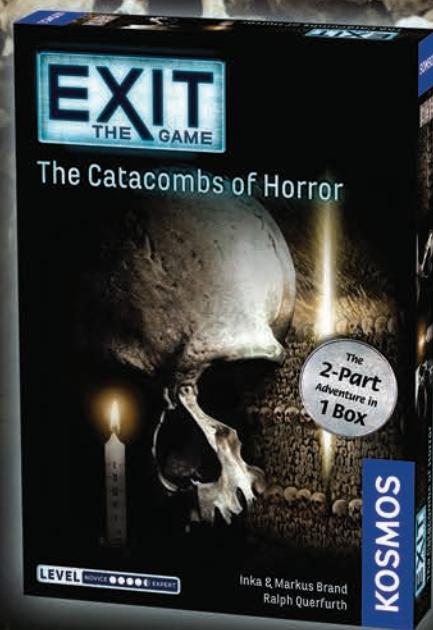
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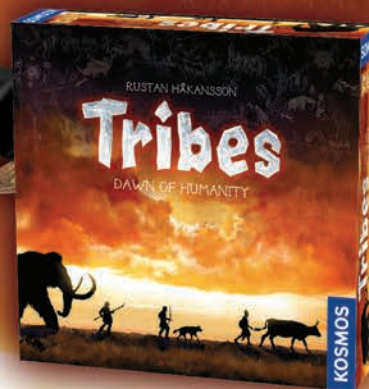


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KOSMOS



# Saboteur

## THE LOST MINES



THE FIRST-EVER SABOTEUR BOARD GAME



### SABOTEUR: THE LOST MINES

AGI 18753..... \$19.99 | Available April 2019!

In honor of *Saboteur*'s 15<sup>th</sup> anniversary, AMIGO Games is publishing an all-new board game version of the well-known card game that now sells in 42 countries. But creating a new version of a beloved game is a challenge — it must be familiar enough to satisfy current fans and be true to the brand, but have enough new features to justify its existence. We spoke with *Saboteur*'s inventor, Frederic Moyersoen, about how he approached this task. Our conversation has been edited for length.

#### Game Trade Magazine: Where did you start on this new game?

Frederic Moyersoen: For me, the elements that must be in any *Saboteur* game are secret roles, building paths, and sabotaging other players. My original prototype was a jungle adventure with no dwarves, but in working with AMIGO I realized how important it is to have a strong link to the card games. And I knew that I still wanted a game that plays in about 45 minutes.

#### What key gameplay mechanics make *The Lost Mines* different from the original *Saboteur*?

There are three main differences. In *The Lost Mines*, you don't block a specific player, you block a path. This affects all players, including yourself. Next, you move your pawn along the paths you build. This means that you care less about interrupted paths behind your pawns and can focus on following the shortest path toward the mine with the most valuable treasures.

Finally, *The Lost Mines* also has two teams, each with three distinct roles: loyal team members, saboteurs working for the other team, and selfish dwarves.

#### GTM: Why are the team saboteurs and the selfish dwarves so important?

Once I decided to use teams, I knew that loyal dwarves and saboteurs were required. But putting a saboteur on each team instead of having the saboteurs work together allows for much more subtle forms of sabotage. This helps to make it easy to hide your identity. Adding selfish dwarves balances the game — it's a concept I worked on long ago as a variant for the original.

#### Which parts of *The Lost Mines* do you like best?

The addition of pawns fundamentally changes the game. You now make two decisions on every turn: which card to play and where to move.

This adds a small amount of complexity, but offers a wide range of new and interesting tactical considerations. And I really like the interaction between teammates.



#### Is it harder to develop a team game than a game in which players play individually?

I don't find team games harder to develop, but it's critical to make them fast and easy. If you need one minute to complete a turn, a 9-player game takes 9 minutes to finish a round. The challenge is to find a way to keep a team game moving.

#### How did you test the new game?

I always test my first versions alone. I know that AMIGO does extensive testing with players, so I test with family members, friends, and gamers from gaming clubs. The latter are the most valuable—they give candid feedback and unexpected ideas, and they help to identify bugs in the game mechanics.

#### How did you become a game inventor?

I started designing games when I was 9, but I didn't realize it could be a career. I studied filmmaking in school, but the Belgian movie industry is small. So I sold lighting and equipment, then worked at audio-visual jobs for a pharmaceutical company and an insurance company. But I was never really satisfied with my work. I was fired from a job and received five months' severance, so I convinced my wife to let me take five months to see if I could make it as an inventor. I'm lucky she's patient, because it took five years to get my first game to market.

#### What are you working on now?

The next *Saboteur*. I've developed kids games, card games, and simple family games, but it's difficult for me to focus on more than one game at a time so I typically finish one project before starting another.

#### What do you when you're not designing or playing games?

I like drawing, painting, sculpting, walking, biking, skiing, and sailing. We have a small vineyard in our garden, so I'm learning to make wine. This is a great way to make new friends, because I never drink wine alone!

...

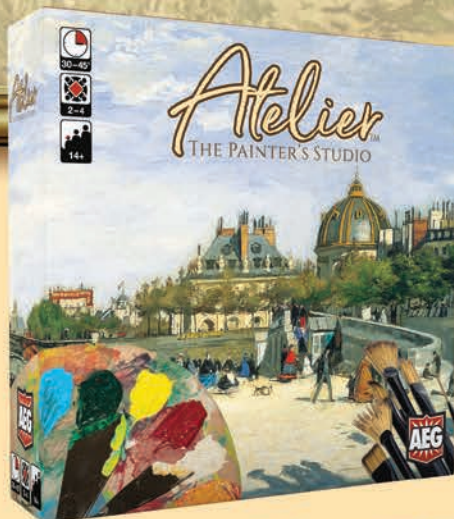
*Frederic Moyersoen is a Belgian game designer. Since starting as an inventor some 20 years ago, he has created more than 150 games. Saboteur is his bestseller. He is married and has 3 children.*





# Atelier

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# IN STORES JULY 12



### HIGHLIGHTS

- 2-4 Players
- 10 Minute Setup Time
- 30-45 Minute Playtime

### CONTENTS

- 48 Custom Wooden Meeples
- 60 Wooden Cylinders
- 40 Tarot-sized Painting cards
- 16 Patron Cards
- 4 Player Boards

- 16 Dice
- 22 Game Tokens
- 1 Rulebook





# CAMPY CREATURES



## CAMPY CREATURES 2ND EDITION

KYM 0202 ..... \$24.99 | Available July 2019!

In last month's article, we mentioned the Campy-verse. Maybe you're thinking, that's a quaint name for a small box game getting expansions. It's true, a universe is a big place to exist in such a small box. This concept is important to the growth of Keymaster Games though. It will start to shape the way we look at many of the games we produce moving forward. This year, *Expansion I* releases alongside *Campy Creatures 2nd Edition*. The next three products we are developing in this Campy-verse are much more than variable card expansions.

*Campy Creatures: Expansion I*, introduces four new creatures into each mad scientist's hand repository. When *Campy Creatures* was first released, Keymaster added a mini expansion into the box, the Demogorgon. This additional creature gives a small taste of optional gameplay when switched out with the Invisible Man. When you set up *Campy Creatures*, players collectively choose if they will play the game with either creature. This way, you still start each round with only nine cards in your hand. Each of these cards provides for a different style of play, the Demogorgon having a slightly more advanced tactic.

The Tarantula, the Man-Eating Plant, the Rogue Robot, and the Monster are the newest members of the *Campy Creatures* crew in *Expansion I*. They range in their strength from three to six and introduce all new abilities including some token based ones. They give players the option for a variety of hand building options before the game starts. Where the original creatures interacted with each other in their abilities, these expansion abilities interact with the mortals' row more, and encourage long term planning. A correctly timed Man-Eating Plant will entangle a mortal so that only you can collect it from the row; the Tarantula will take a venomous bite at you if you go after the mortal it has eyes on, costing you points. The Robot can be pretty wild with its laser beams, discarding a mortal before it even collects one, and the Monster will give you a power up on your next turn.

Additionally, *Expansion I* adds another new Mortal to the mix and more Locations cards. So, this little expansion packs a punch. The best part about it? *Expansion I* was co-designed with a *Campy Creatures* fan, Mario Radmilovic. As a small publisher, it says a lot that a fan cared enough about one of our games to want to expound

## CAMPY CREATURES: EXPANSION I

KYM 02X1 ..... \$14.99 | Available July 2019!

on it. Mario was pivotal in delivering fresh monster ideas that change the way players interact with each other during the game.

The Campy-verse currently has its tentacles wrapped around our minds well into 2020. As we expand the base game, we are looking to offer an experience where card sets have many permutations and provide a plethora of options for players. We've continued our partnership with

Mario to help bring more creatures to life. We have also asked our fan base to submit creature ideas via our website! In the two Kickstarter campaigns we ran for *Campy Creatures*, backers consistently used the comments section to spark and discuss new campy potential. We are excited to put some of these ideas through their paces and potentially work with them!

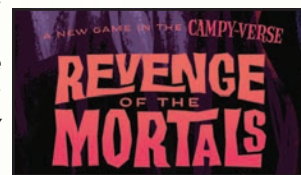
There is a lot more to explore outside of creatures as well. *Campy* artist, Josh Emrich, has set the stage for us to explore a world that people really want to immerse themselves in. This might show itself in the form of a more integrated board between players, exploring mad scientists' lairs, and a seemingly infinite possibility of locations to visit. We like to imagine the possibility of exploring universe crossovers between our various game titles. These are just ideas that float around, but they are fun to think about. We are also working on ways to make the game more accessible to different age groups, both in art and mechanics.

In addition, at the end of our last campaign, we announced a new game, *Revenge of the Mortals*, designed by T.C. Petty III. *Revenge* turns the *Campy* experience on its head, putting gamers in the role of the mortals, exacting their revenge on the creatures they encounter. *Revenge* will also contain a simultaneous action selection system but will encourage clashing and contain a little bit of asymmetry. Just because the mortals have a common enemy, doesn't mean the mortals are in it together. *Revenge of the Mortals* is still a competitive game.

*Campy Creatures: 2nd Edition*, and *Campy Creatures: Expansion I* are heading to retail this July along with the *2nd Edition* of our first game, *Control*. You can expect to see more details about the future of the Campy-verse pop up this summer!

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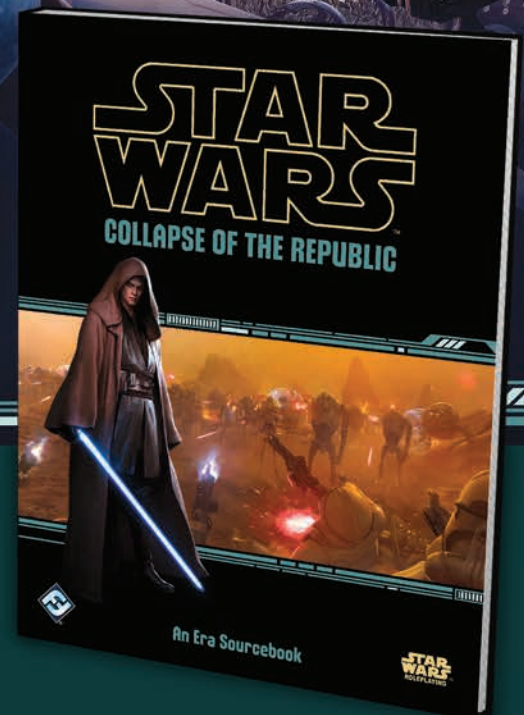
Jennifer is the Marketing Director for Keymaster Games. When she's not doing board gaming stuff, you can find her in front of a video game saving the galaxy, or escaping with a good book or movie. Good luck, have fun!





# STAR WARS

COLLAPSE OF THE REPUBLIC



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Fight for the fate of galactic civilization with *Collapse of the Republic*! This sourcebook explores the latter days of the Clone Wars and is fully compatible with all three *Star Wars* Roleplaying game lines, including *Edge of the Empire*, *Age of Rebellion*, and *Force and Destiny*!

*Star Wars: Collapse of the Republic* | SWR15 | \$39.95



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# ROBOTECH

## CRISIS POINT



### ROBOTECH: CRISIS POINT

SRF 0602 ..... \$29.99 | Available June 2019!

Following the annihilation of Earth, human survivors struggle to rebuild their once-great planet, only to be faced with a new threat. The Robotech Masters arrive to complete the mission that their Zentraedi Armada began... to secure their empire by reclaiming the Protoculture matrix before it is located by the Invid. In their way stands the Army of the Southern Cross!

The exciting, stand-alone sequel to SolarFlare Games' *ROBOTECH: Force of Arms* lets you take control of the epic conflict known as the Second Robotech War. In Solar Flare's new head-to-head card game, *ROBOTECH: Crisis Point*, players pit the heroes and mecha from the Army of the Southern Cross against Bioroids of the scheming Robotech Masters.

In April of 1985, the world first met alien Bioroids invading Earth in a brilliant anime series. When I saw this second part of the *ROBOTECH* saga I was mesmerized and couldn't wait to enlist in the Armies of the Southern Cross. I wanted to be in a hover tank with Dana and Bowie, taking on the vile Masters who had invaded our planet.

All these years later, that childhood dream can come true. You can finally take command of the Southern Cross forces in the upcoming game from SolarFlare Games, *ROBOTECH: Crisis Point*. Under the leadership of General Emerson, players can command a hover tank, or pilot the mighty AGAC Battloid, and do their part to liberate Earth to save it from the invaders as a member of the Army of the Southern Cross.

It is not often that you get to join, play, and create in a universe you grew up loving as a kid, but that is exactly the dream that came true for me when I signed the deal to license the *ROBOTECH* IP in 2017. Since then SolarFlare Games has released *Force of Arms* based on *Macross*. Now we are putting out *Crisis Point* based on the Masters, and later this year we will release *Invid Invasion* which will be based on the New Generation.



a classic design. A friend uses the phrase, "The art is good as nostalgia remembers!"

In addition to the wonder of making new art and images to become canon to the *ROBOTECH* universe, I was able to take all the fun and personality of the characters (people and mecha) and imbue it into a board game. I have done that twice now and *Crisis Point* really brings all that personality to life.

In this stand-alone game, players command either the Robotech Masters forces or the Armies of the Southern Cross. Players will take turns playing their bases, strategic locations, game-changing commands and mighty heroes in the form of cards and tokens. When deployed, each triggers a unique effect that will alter the tide of the war.

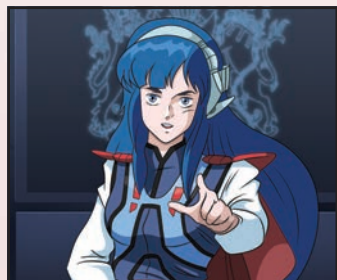
While deploying their forces and working to conquer the battlefield, each player will seek to accomplish their own secret objectives. Each placement generates battle tokens to use when placing units and during the token phase of the battle. Once all the battle tokens are played, heroes and command cards can be used to try to clinch the victory.

Players of *Robotech: Force of Arms* will be familiar with the four distinct phases of gameplay: tactical, token, hero/command and scoring. *Robotech: Crisis Point* takes these phases further, focusing on powerful card combos and the tokens they provide to deliver a deeper strategy. Area control, tactics, bluffing, and hand management are all factors in this two-player, head-to-head game of alien vs human in a battle of wits and courage.

Will you save humanity or utterly destroy it?

...

Dave Killingsworth is a Scorpio and the Self-Appointed General of the AoSC



Taking something you love this much, turning it into a game that can be shared with fans **and** create new fans for something with so much history, excitement, and fun, is an amazing experience. From the moment I got the license, I was excited to take all the old images that were stored in my mind from my happy memories of the show and work to bring them to life with a modern look and



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PZ02101



# SHONEN JUMP **Yu-Gi-Oh!** TRADING CARD GAME **SPEED DUEL**

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KONAMI

Following the hugely successful *Yu-Gi-Oh! Duel Links* Mobile Game that now boasts over 90 million downloads, *Speed Duel* is a brand-new way to play the *Yu-Gi-Oh! Trading Card Game* (TCG). Simplified and streamlined to be as quick and fun as possible, *Speed Duel* follows the same gameplay format as *Yu-Gi-Oh! Duel Links* with half the amount of Life Points, Zones on the field, and cards in your Deck compared to the normal *Yu-Gi-Oh! TCG*. *Speed Duel* is the perfect way for any newcomer to try out *Yu-Gi-Oh!*.

With a limited card pool designed to be as simple as possible, *Speed Duel* focuses on the classic aspects of the *Yu-Gi-Oh! TCG*. Summoning monsters, doing battle, and building your Deck is as easy as ever. New players can quickly get a hang of it, while older players can fill themselves with nostalgia in a format where iconic monsters like Blue-Eyes White Dragon and Dark Magician reign supreme! All cards in the *Speed Duel* format contain an exclusive marker confirming their legality for *Speed Duel*. Only cards with this special symbol may be used for *Speed Duel*, however players are free to play with *Speed Duel* cards in regular *Yu-Gi-Oh! TCG* tournaments and events. This way new players who want to dive deeper into the *Yu-Gi-Oh! TCG* can do so equipped with all of the cards they're already familiar with!

What makes *Speed Duel* extra special are Skill Cards, which are completely unique and exclusive to *Speed Duel*! With Skill Cards, anyone can play as their favorite Duelist from the anime series and take roleplaying to a whole new level. Fans of the original series can rejoice knowing that the best of the best are all available to play with in *Speed Duel*, while more are being added with each release! Skill Cards add an extra gameplay element to *Speed Duel*, allowing you to customize your strategy even further with each character's special Skills. Whether you're trying to sculpt the perfect combo as Yugi, tip the scales in your favor as Joey, or just beatdown as Kaiba; *Speed Duel* has something for everyone! Skill Cards are the only type of *Speed Duel* cards that you can't use in the regular *Yu-Gi-Oh! TCG*.

*Speed Duel Starter Decks: Destiny Masters* & *Duelists of Tomorrow* each come with 3 ready-to-play *Speed*



*Duel Decks*, with 3 Skill Cards per Deck to customize your strategy even further. If that wasn't enough, each Deck also has an Ultra Rare Variant Card to take your game to the next level! *Speed Duel Starter Decks: Destiny Masters* contains Decks for the Millennium Item users Yami Yugi, Ishizu Ishtar and Maximillion Pegasus to face off against up-and-comers from *Speed Duel Starter Decks: Duelists of Tomorrow* containing Decks for Seto Kaiba, Mai Valentine and Joey Wheeler. At \$9.99 SRP per set of *Speed Duel Starter Decks*, it's hard to believe how much value you get.

*Speed Duel: Arena of Lost Souls* is the first-ever *Speed Duel* booster set, featuring cards to

support *Speed Duel Starter Decks: Destiny Masters* as well as introducing a brand-new character to *Speed Duel* – Bonz! The master of Zombies from the original series is back, with new Skill Cards to help you build the perfect Zombie Deck or give your strategy some extra staying power with Call of the Haunted. On May 31<sup>st</sup>, *Speed Duel: Attack from the Deep* releases featuring cards to support *Speed Duel Starter Decks: Duelists of Tomorrow* along with another brand-new character to *Speed Duel*, Mako Tsunami! Use his Skills to harness the power of The Legendary Fisherman and ride your WATER monsters to victory! Each *Speed Duel* booster pack comes with 4 cards at only \$1.49 SRP, so you can upgrade your collection without breaking the bank.

*Speed Duel* will also have Organized Play supported by Official Tournament Stores and at larger *Yu-Gi-Oh!* premier events. With everything from casual tournaments, to special events, and even a *Speed Duel Tournament Pack* exclusive to Official Tournament Stores, you can *Speed Duel* your way to becoming the next King of Games!

*Speed Duel* is a great way to get a taste of the *Yu-Gi-Oh! Trading Card Game* while also providing compelling new gameplay options for existing fans. Keep an eye out on the *Yu-Gi-Oh! Trading Card Game* events page to find out where you can play *Speed Dueling* events, as well as the product page to find out even more about *Speed Duel* products!





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# The ANCIENT WORLD



## THE ANCIENT WORLD SECOND EDITION

RVM 021..... \$59.99 | Available June 2019!

In an ancient land, enormous titans have reigned in terror for centuries. The five tribes of the land have spent their lives fleeing from the titans, but now, burgeoning city-states are determined to take a stand against them. Each city-state competes for renown among the five tribes by constructing new buildings, growing their populations, and recruiting armies to hunt for titans. Meanwhile, titans lurk at their doorsteps, ready to tear down everything they've built if given a chance.

This is the premise of *The Ancient World Second Edition*, soon to be released from Red Raven Games. In this updated edition of Ryan Laukat's 2012 design, players take on the role of city-states competing to become the largest and most influential among the five tribes of the land. Influence is measured by tribe banners, which can be gained both on Empire cards (which represent new buildings or assets owned by the city-state) and on Titan cards (claimed after defeating a titan). Each round, players take turns sending their citizens to take special actions or using military cards to attack titans. At the end of the game, players count up points from sets of tribe banners and from some special Empire cards in order to determine the winner.

The second edition features both upgraded components and upgraded gameplay. Ryan Laukat, who was both artist and designer for the game, spent countless hours updating the art, including creating newly-unique artwork for military cards. Ryan Laukat even designed the 3D models used to create the new ambrosia tokens — beautiful caramel-colored plastic pieces representing a new resource in the game that can be used for anything from feeding your citizens to appeasing the titan that's currently threatening your city-state, convincing it not to attack you this round. Process videos showing Ryan at work on the art for *The Ancient World Second Edition* can be found on his YouTube channel.

In addition to the updated artwork, *The Ancient World Second Edition* also includes updated gameplay. New player boards with optional unique player-powers add a bit of variety of the game, and the new ambrosia resource, which can be used in a variety of ways, gives players a bit of flexibility when planning their strategy. Overall, the rules have been adjusted to provide a more accessible experience for new players, while maintaining the tight worker-placement mechanics that fans of the original enjoyed.

Perhaps the most evocative new gameplay element is the addition of threatening titans. In the first edition of *The Ancient World*, titans were understood as a threat, but they were always a threat that existed outside. They were a threat that had to be sought out and hunted for. In the second edition, titans have become a more immediate threat, lurking within the borders of your city-state, ready to attack if not dealt with.



Threatening titans are titan cards that sit on your player board. Each city-state even has a unique starter titan that matches the artwork on the player board itself, adding to the immersive feeling of a titan looming threateningly above your city. Every round, players who want to fight a titan are free to attack and defeat the titan on their own board, the titans currently available on the main game board, or even the titans on other players' boards. However, if, by the end of the round, a players' threatening titan hasn't been defeated, it will attack, potentially doing damage to the players' buildings or resources. As a final resort, players can choose to spend ambrosia in order to feed their threatening titan, which will convince it not to attack for that round. Each round, the price of feeding a titan goes up. When a threatening titan is defeated, it will be replaced by a new threatening titan, usually more powerful than the last, before the beginning of the next round.

With the addition of threatening titans, *The Ancient World Second Edition* feels more than ever like trying to build a civilization in a world not-yet safe for it. That feeling of a threat not-yet defeated is what keeps the game exciting and engaging for all players, round after round. The threatening titans, along with the other updated rules and revamped artwork, make *The Ancient World Second Edition* a more exciting and immersive experience than ever before.

*The Ancient World Second Edition* will be available in Summer 2019.

...

Brenna Asplund has a BFA in English from the University of Utah and has been working for Red Raven Games for nearly 3 years. For updates on her personal projects you can follow her on twitter @brenna\_asplund.







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Maia Strongheart stands alone against the world. A cabal of conspirators has framed her for the death of her own mother. To prove her own innocence and reclaim her birthright, Maia must step into the Proving Grounds to complete a trial that will stretch her combat skills to the limit.

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# Atelier™

## THE PAINTER'S STUDIO



### ATELIER: THE PAINTER'S STUDIO

AEG 7041 ..... \$39.99 | Available July 2019!

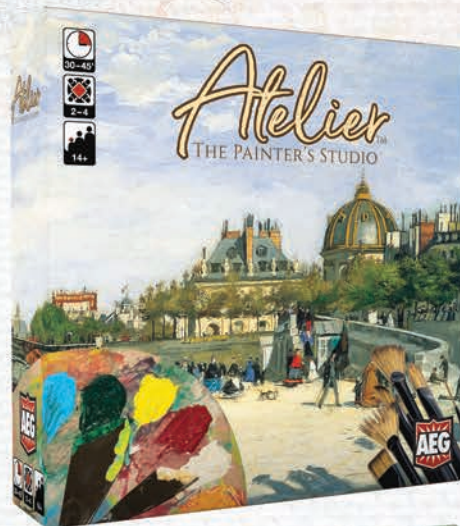
In *Atelier: The Painter's Studio*, players take on the role of 19th century painters working to manage their ateliers, or workshops, in order to collect paint and complete masterpieces. At its core, *Atelier* is a game of resource collection and management with a hint of area control. In a round, players will roll their four dice and use them to perform various actions based on their rolls. *Atelier* shines due to the micro decisions in the game. You can spend your dice pool quickly and grab fast options before your opponents, or you can sacrifice opportunity to potentially gain better options later on.

So how do the dice work? Pretty simply. Each die face has a specific action associated with it, and your roll determines which actions you can take. For instance, a die roll of 1 or 2 allows you to place a student at one of the four paint piles. If you don't have any students, you of course can't do this and those are dead rolls (but Inspiration may help!). A roll of 3 lets you move students from one paint pile to another when you need a change of color, 4 collects paint from each pile where you have the most students, 5 paints a painting, and 6 gains one paint cylinder, even if you don't have a student on that color.

One of the main actions players will take throughout the game is collecting paint. They may collect paint directly or by sending their students to one of the four paint piles on the table. The paint piles allow players the chance to gain paint faster at greater quantities, but they need to hold the majority of students at that pile, so it can be riskier. If you don't have the most students, you may have wasted a lot of time, and the art world moves fast! In a single action you can get one point and with another you can gain one point for each paint pile in which you have the most students.

Another action players will take is to paint paintings. After collecting the correct paint, players can turn in their paint to complete one of the face up painting cards on the table. These painting cards represent famous works of art from the 19th century and are the way players will gain the majority of their points. Another decision players will have to make is if they will go for lower scoring paintings with powerful abilities associated with them, or higher scoring paintings with limited abilities. Paintings, when completed, can give rewards such as Inspiration tokens, which can be useful in multiple situations. Inspiration tokens can be turned in for rerolls, completing paintings as if you had spent a die, or gaining new Patron cards.

Some paintings also bear the "Masterpiece" symbol, once any player has painted 3 of these special Masterpiece paintings the game



will come to an end. Players total up their points and the player with the most is the winner.

The variety of paintings and powers is what really makes the game interesting. Making the decision between a 2-point painting with an excellent power versus an 8 point painting with a limited power can be challenging. Will the use of that power eventually earn me more than the 6 point difference?

Players will also have to consider their Patron cards. Patron cards are dealt at the start of the game and represent those who sponsor your art house. The Patrons have their own desires and offer secret objectives like collecting a great number of impressionist paintings or using the most students.

The artwork is another wonderful feature of the game. *Atelier* utilizes famous works from famous 19th century artists such as Vincent Van Gogh and Monet. Developer Josh Wood said he was happy he was able to use his knowledge from his art degrees when making the game. There're a few extra historical elements hidden in the game. For instance, the colors of the paint in the game were derived from Renoir's actual palette.

AEG is excited for you to explore art history in this new strategic dice game. Will you be prolific, or will you focus on only your masterpieces? *Atelier, the Painters Studio*, will release in stores July 19th!

...

*When Josh Wood isn't developing games using his masterful art degree, he is literally buried in cats. You can't see the guy. Just a moving pile of cats.*





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2-4



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# UNLOCK!



THE HEROIC ADVENTURER INSIDE YOU



## UNLOCK! HEROIC ADVENTURES

ASM NLK13 ..... \$29.99 | Available May 2019!

Escape rooms' popularity shows no signs of slowing down as people continue their hunt for adventure only made possible by the types of experiences offered by these dedicated spaces. An experience that transports them to a different time, a different place, a different world, and a different mindset not possible at home. Or is it possible? Space Cowboys' *UNLOCK! Adventures* series brings escape room and board game fans the same thrills to their tables while still offering grand, transformative adventures. And the latest adventure is about to start!

*UNLOCK! Heroic Adventures* is the newest set of escape room inspired cooperative card games coming to tabletops soon. For the first time in North America, all three *Heroic Adventures* will be offered in one box, meaning *UNLOCK!* fans across the world will have the same boxes on their shelves. Transitioning from the individually boxed scenarios to one box allows players to easily acquire the entire *Heroic Adventure* release without fear of missing one. The three new scenarios take players to a world of video games, to assisting the famous Sherlock Holmes, and to Wonderland!

Each scenario offers an exciting and unique story as players progress through them alone or with friends, solving puzzles, searching for clues, and combining objects. Learning to play is easy, so everyone will be able to spend their time solving puzzles. They will do this by finding clues in scenes that are laid out on the table. These clues can be objects, important text, and more. Objects, represented by red and blue cards, are combined to reveal new cards that advance the story and adventure if correct but can lead to a penalty if not! Players also encounter machines and coded locks that are manipulated within the *UNLOCK!* app.

The unique, free *UNLOCK!* app is required to play every scenario and allows for an immersive experience that includes sounds, dialogue, surprises, and more. The design team is always looking for fun new ways to use the app in each adventure to keep players excited and guessing at what will happen next. No internet connection is required to run the app after downloading from Apple's App Store or Google Play, so *UNLOCK!* can be played anywhere once the app is downloaded.

The *Heroic Adventure* scenarios each offer a different level of play. The *Insert Coin* scenario by Mathieu Casnin and artist Laurent Bazart is a Difficulty Level 1. It transports players into a video game world where they are challenged to beat the virtual adventure's levels and escape before it is Game Over! Get ready to quarter up.

Leaving the virtual world, players find themselves in England during the time of literature's most famous detective. *Sherlock Holmes — The Scarlet Thread of Murder* is a Difficulty Level 2 scenario by Dave Neale and artist Arnaud Demaegd. The master detective, Holmes, needs help navigating his latest mystery. It's a particularly peculiar case, so players should grab their deerstalker hats and prepare to eliminate the impossible to find the truth, no matter how improbable.

Players will say, "Curiouser and curiouser!" when they play the third and final scenario, *In Pursuit of the White Rabbit* by Thomas Cauët and Vincent Goyat with art by Mahulda Jelly. This Difficulty Level 3 adventure tasks players with helping Alice escape Wonderland while discovering the interesting (and bizarre) inhabitants who call it home. No one will want to be late to this one.

While the scenarios are presented in Difficulty Levels 1 to 3, they can be enjoyed in any order. Perhaps players want to start by helping Sherlock, then move to Wonderland for an extra challenge, and end the night with a more accessible (but still challenging) virtual adventure. After each scenario, players are ranked on how well they performed, and, because *UNLOCK!* doesn't require you to destroy cards, the game can be reset and played again to achieve higher rankings. *UNLOCK! Heroic Adventures* offers a fun time for anyone looking to think outside of the box while enjoying an exciting, immersive story and gameplay experience like nothing else.

*UNLOCK! Heroic Adventures* is available May 2019 at your friendly local game stores for \$29.99. Good luck!



Jared Miller is a Marketing Manager for Asmodee USA, enjoys coffee, reading comic books, and petting his dogs. He'll happily pet dogs that aren't his as well if the opportunity arises. His passion for games is backed up by over 14 years of combined experience in retail and publishing.





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\*Not all components are shown. Components shown are not to scale.





# ONE WEIRD TWIST



## OVER THE EDGE RPG HARDCOVER

ATG 2003 ..... \$44.95 | Available June 2019!

On the island of Al Amarja, every conspiracy theory can be true and every shadowy organization on the planet (and several neighboring dimensions) have come together to fight a proxy battle at the nexus of realities and the birthplace of the modern mutants known as humanity.

The insanely cool thing about *Over the Edge* is that you can take any real world conspiracy, give it a *weird twist*, and inject it straight into the cerebellums of your players by way of the Island. The Earth is flat? Don't be ridiculous. Everyone knows the Earth is a six-dimensional hypercube and you can teleport anywhere on the planet by taking two steps to the left (if you know just the right way to do it). Vaccines cause autism? Of course not. Vaccines prevent disease. Although the adjuvants do contain nanobots that allow the Movers to track your location. Or activate the appendix's latent capacity for telepathy. Or secretly test for regressive lycanthropic genes.

Understanding the principle of One Weird Twist isn't just the key to generating cool conspiracies, though. It's the key to grokking the unique *Over the Edge* experience, and it permeates every aspect of the game.

For example, players are given incredible latitude in creating their *Over the Edge* characters: The act of imagining your character concept is literally the act of creating that character. This limitless creative freedom can prove a little overwhelming. I've repeatedly seen players struggling to figure out what sort of character they want to create and how their character is supposed to work in the crazed setting of the Island.

When a player takes in the One Weird Twist principle, however, a switch flips for them. After the twist, it all clicks into place. Don't just play a "vampire," play a vampire who is addicted to sunlight. Or drinks human tears instead of blood. Or is vegan. As Jonathan Tweet writes, "If anything in the character description comes out of pop culture, it gets some sort of twist or angle."



In this way, the GMs and players are united in the twisting of reality. At a macro-level, Tweet includes the "GM's Secret Bag of Tricks," a sizable section of the core book dedicated to a smorgasboard of crazed ideas and story fodder. The GM is encouraged to intermittently take these ideas and shove them into their campaign, twisting the entire reality of the Island. In this way, every version of the Island is unique; twisted away from its counterparts at other gaming tables in fundamental ways. The Island is thus forever fresh and mysterious and filled with the potential for mind-warping discovery.



Every time you play *Over the Edge* you will return to the Island you only *thought* you knew.

The real trick to capturing the vibe of *Over the Edge*, however, is not to limit the One Weird Twist to the big, dramatic stuff. It also needs to transform the mundane elements. The fact that Al Amarjans wear nooses for neckties is one canon example of this. To this you might add:

- Fast food joints that advertise, "Certified prion-free beef!"
- An ant with eight legs.
- A sign that reads, "This establishment prohibits the use or display of psychic powers." In black ink, someone has scrawled under the sign, "Magic powers are totally cool!"
- A gravestone that reads, "Born May 1<sup>st</sup>, 1963. Died Dec 22<sup>nd</sup>, 1919."
- A tattered paperback left on a park bench. Written by H.J. Potter, it stars the wizard-born Joanne Rowling.
- A cat with a trademark visible at the back of its pupil.

When applying the One Weird Twist, apply it in scope with the thing being twisted. If you're dealing with a global conspiracy, yank it hard. If it's a fast food joint, make the twist slight. Subtle. Disquieting.

On that note, Tweet also bakes this precept of the twist into the core mechanics of the game. In *Over the Edge*, actions are resolved with a simple roll of two six-sided dice. If one of the dice is a three, then you've suffered a Bad Twist. If one of the dice is a four, then it's a Good Twist. (Three and four? That's a Twist Tie. Two threes? Lightning Bolt. Two fours? Crazy Eight.) The throwing of a dice is a casting of lots; a manifestation of Fate which determines the shape of the game world's reality. The twists take that reality and turn it in an unexpected and unplanned direction.

This simple mechanical prompt ensures that the players and GMs never stop twisting things: Their actions. Their perspectives. Their knowledge. Their truths.

Welcome to the Island.

Thank you for your consent.

...



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# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR



## EPISODE #11 - PAINTING BONE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page — Tuesdays and Thursdays at 2pm EST. Dave is regularly joined by Rick, and occasionally by other painters who each bring great painting advice and their own style to the table.

### TECHNIQUES - LAYERING

Highlighting is a broad term that can be applied to techniques where the first layer is dark and the subsequent layers build up with lighter and lighter tones.

Layering is a very controlled example of an approach to highlighting. You start with a dark basecoat and then paint a slightly lighter tone over the basecoat, leaving some of the previous layer visible, as shown on the swatches to the right and the skulls from Games Workshop's Skulls accessory set shown here.

When we're working with Fantasy and Sci-Fi miniatures, particularly those from Games Workshop, we can find there are a lot of skulls (and other bones) scattered around the model - either as trophies woven into cloaks or integrated into armor. How you paint them can be determined by your priming coat, and as I like to prime my models with black, I thought I'd start there as the default approach.

Starting from black and working up to white gives you the maximum contrast for your skulls and also provides opportunity for creating a variety of different hues and tones in your final skulls. You can go for a bright, sun-bleached look with more highlights, or keep them quite dark for a "just unearthed" look.

Of course, it's not the only way. If you've primed your model white, then you can start with a pale brown wash (like Citadel Seraphim Sepia or The Army Painter Soft Tone) to give you a basis to start your layering from. Typically this won't give you the same amount of depth/contrast, but can be quicker, particularly if you have a lot of skulls to paint!



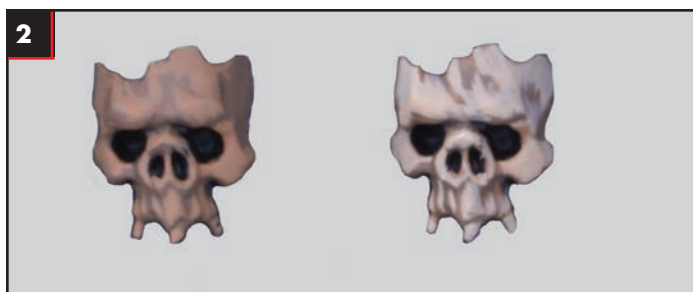




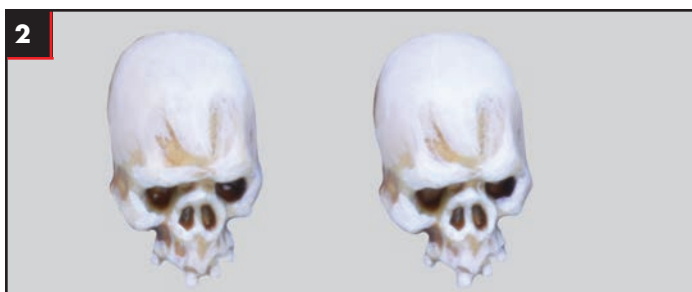
Prime the model/skull with black spray first. You want to make sure your coverage provides a smooth and solid base to work from. Then basecoat with a 50:50 mix of Vallejo Game Color Charred Brown and Vallejo Model Color Beige Brown.



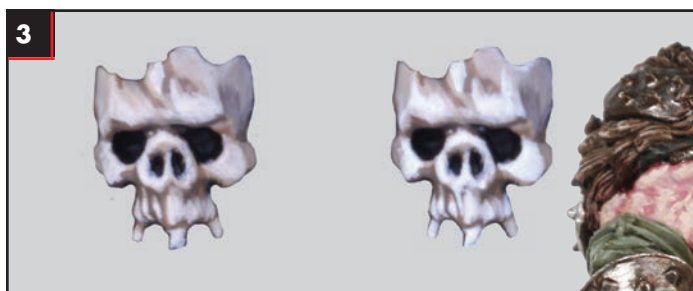
Prime the model/skull with white spray first. You want to make sure your coverage provides a smooth and solid base to work from. Then wash the entire skull with Citadel Seraphim Sepia.



The next step is layering on Vallejo Model Color Beige Brown, followed by a 50:50 mix of Beige Brown and Vallejo Model Color Ivory. This layer is just painted on the raised highlights.



The following step is layering on Vallejo Model Color Ivory. Finally, layer on a highlight of Vallejo Model Color White. If you want to, you can darken the recesses of the eye sockets with a dark brown or black.



The next step is to highlight with a layer of Ivory, followed by a final highlight of Vallejo Model Color White.

## WASHING AND LAYERING

It's typically quite rare that a model is covered in skulls or bones, or chitinous armor plates but sometimes you come across a model like the Tyrant here (from CMON's game RAGE) who wears a skirt made of skulls and chains.

When so much of the model is going to be pale (pale flesh, loads of skulls, white hair) then priming it white first makes a lot of sense.

Painting all the skulls first is a good idea, then you can take your time with the fiddly details like the chains and hooks and so on before returning to make any corrections on the skulls.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres.

You can watch Dave paint each week on our Game Trade Media Facebook livestream - Painting Happy Lil Minis - Tuesdays and Thursdays at 2pm EST.

Need more Dave? Don't forget to pick up his book, *Armies & Legions & Hordes* (DTM 1001) from your FLGS!







# A'WRITHE (WZK 73285)

From WizKids/NECA, reviewed by Jane Trudeau-Smith and Philip Smith  
of "The Table for Two Show"



 14 & Up	 4-6 Players
 10 Minutes	 \$39.99

We love all things Cthulhu, so we had to try A'Writhe. When we received the game, we could not believe how heavy the box was! From the description of the game we could not imagine what was so heavy in the box, but when we opened it, we realized there are 20 playmats in the box that measure 10 1/2 x 10 1/2 each. Nice, well-made, thick ones like you would buy to play other games on. Then, we began to read the rules and realized that these mats were meant to be placed on the floor because this is a serious dexterity game. Does anyone out there remember Twister? The game where you put a colorful dotted sheet on the floor, spun a spinner, put your foot or hand on a color, and wound up falling or nearly killing each other? Well... Let's call this Eldritch Twister! Seriously, we did not realize what we bought until we read it. We were laughing so hard because we are *not* as flexible as we used to be. But, alas, we needed to try and play it!

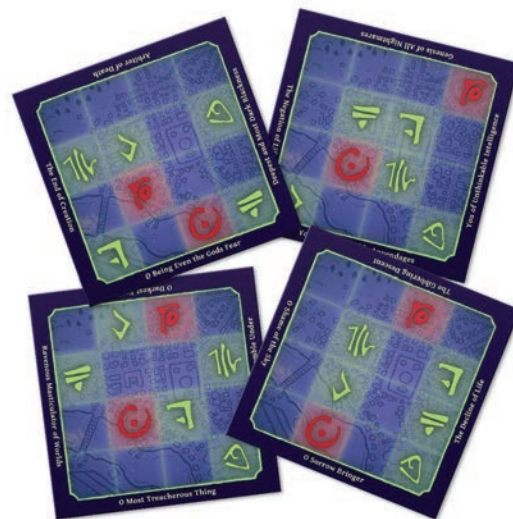
Normally this game is played with 4 or 6 players in teams of two. One plays one of the Great Old Ones and the other is a Cultist of that Old One. The player playing the Old One is the one who is contorting around the play area while the cultist is giving the clues on where to put feet or hands. With two players, it is a bit harder as there is a variant where you basically play both the Old One and the Cultist. We kind of wished we had brought in two friends as we felt it would have been nicer to play the normal game options vs. the 2 player variant.

Along with the 20 playmats there are 18 Sigil Cards that are double sided and 8 Great Old One role cards that are also double sided.

The Sigil cards show a 4x4 grid and runes where you are trying to get the Old Ones to place their appendages.

Each team or person (for our two player option) chooses which Old One to play: Bokrug, Cthulhu, Yig, Gol-goroth, Phan-Tegoth, Hastur, Nug & Yeb, or Chatanothoa.

Each old one has special powers, but those powers are not used in a 2-player game. Jane chose Cthulhu and Philip chose Hastur. We laughed a bit though because if we were able to use the special powers — Cthulhu was able to use his *head* as a fifth appendage. We know we are not flexible and I am pretty sure Jane could not get her head on the floor with her hands and feet, but she was kind of glad she did not have to try!



## SETUP

Setup is very easy. For a regular game the mats are setup in a 5 x 4 grid. There are five colors and four energy symbols on the play mats — each column would be one color and each row the same symbol. With only two players you eliminate one of the colors and just have a 4 x 4 grid instead. The entire play area is Arkham and everyone starts outside of the play area.







If playing with teams, after deciding which Old One each team is playing, you read the special powers that one has out loud so everyone knows what they are. In our case no powers were used.

In team play, each team picks one Sigil card that shows the pattern of 5 runes on the play area where appendages must be to compete it. Obviously, when a person only has four appendages, it means the fifth is filled by another player. The card can also be rotated any direction to make the pattern work for the players, but never turned over to the other side.

### PLAYING THE GAME

Now the fun begins!!

Each cultist tells their Great Old One where to put a foot or hand by either saying the color of the mat, or the symbol, but not both. So, the cultist may say "Eye" for the symbol and the Old One then puts their foot or hand on a matching mat with that symbol. Sometimes if all four appendages are already in Arkham, they must decide which one to remove from one mat and put it on another. If they fall, they are banished from Arkham, the Sigil card is flipped to the other side, and the team switches roles to continue play. If a Sigil card's objective is met, that Sigil card is put in a pile for that "team" or old one. Whichever team completes three Sigil cards wins the game!

With only two players, each player takes a turn saying either a color or symbol — then BOTH players have to put a foot or hand there. If they try for the same spot, the faster player wins that spot. If

there are no spots available, you are allowed to put it in an adjacent row or column. Sigil cards are not used, but you keep playing until someone falls — whoever stays up in Arkham wins the game.

After trying the *right* way to play this game with 2 players, we instead made up our own variant by putting the mats on the table and using the Sigil cards. So, we each picked a Sigil card and acted as the cultist by saying a color or symbol — both of us could still place our appendage there — but instead of appendages we used colored tokens (4 each representing our appendages). We played until one of us got three Sigil cards completed. It actually worked well, although it was not a dexterity game, but more like a board game. We hope the designer did not mind that we decided to try it this way

and found it quite enjoyable as a two player experience... We did not have to contort our bodies as much!

This would be a fantastic game for kids to play, as it is easy to learn and honestly, they may be a bit more flexible. All in all a great game for the price and as we said, it was very well made.

...

*Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!*





## THROWN (WZK 73456)

From WizKids/NECA, reviewed by John and Issac Kaufeld

 14 & Up	 3 - 5 Players
 45 - 60 Minutes	 \$24.99

If you analyzed the universe of basic game mechanics, you'd find that trick-taking and dice rolling are a pretty common things. By themselves, they power classic games like Euchre, Hearts, Yacht, and 10,000, as well as supporting more intricate European designs.

But *Thrown* from WizKids takes a novel approach to both mechanics by putting dice at the center of a trick-taking game while using cards to add flavor, strategy, and some very angry claws. (More about that in a moment.)

Let's look at the five top things you need to know before grabbing the dice and rolling for tricks in *Thrown*.

### STARTING A ROUND

Each round begins with a brief setup step involving both the dice and the game's deck of cards.

Players begin by blindly drawing 8, 10, or 12 dice to form their hands (depending on the number of players). The game includes 10 dice in each of four colors, representing the suits of the game.

The cards are separated into five decks by color. Four of the colors match the dice, while the fifth (purple) only gets played in the advanced game (see below). Players deal one card matching each die color into the center of the table. The cards establish special powers, bonuses, and (sometimes) penalties for that round of play.



### YOU LEAD, I'LL ROLL-O

The randomly-determined first player begins a hand by rolling one to three matching dice, which sets the "suit" for this trick. If the other players have dice of that color, they "follow suit" and roll them, although they individually choose how many to roll.

The player with the highest total on their suit dice wins the hand and earns one point for each die that their opponents rolled. Their own dice don't count for points.

All of the dice rolled during the hand go into the Void, which is the thematic name for the game box with its nifty astral artwork in the bottom. The winner of the hand leads the next trick.

### TRUMPING A HAND

Every trick-taking game needs a trump, and *Thrown* follows suit. (Sorry, couldn't resist.)

When a player doesn't have any dice in the right color, they pick another color and roll one to three matching dice. If any of their dice show a six, they successfully trump the hand. Otherwise, their dice simply count as points for the hand's winner.

In case more than one player trumps a hand, the player who rolled closest to the end of the hand wins the tie.

### CARD POWERS ADD RANDOMNESS AND CLAWS

The cards you flipped face-up at the start of the round can make things crazy — and sometimes nasty — by assigning special powers to various die colors.

Each card shows a special power and an icon for how to trigger it. There's a handy chart of the five icons on the back of the rule book. Keep that chart handy when you play the advanced version of the game. (Details on that in a moment.)

Some powers activate by discarding a die from your pool or rolling a specific combination of numbers, while others are automatically "on" for the whole round.

A few powers add nasty teeth and sharp claws to the game by letting you fiddle with your opponents' rolls by flipping a die over, subtracting one from what they show, or sending a die back to their pool.

### BASIC VERSUS ADVANCED

You start getting the hang of the game by using the "basic" rules. In this version, you sort the cards by color and put one of each color into play. The colors always correspond with specific icons (for example, white and red cards trigger by discarding a die of that color).

Switching to the advanced game means shuffling all of the cards together, dealing four each round, and randomly assigning a color to each card by placing a cube on it.

You need the icon chart handy in the advanced game so you don't lose track of how to make each card do its thing.

### THE VERDICT

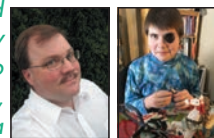
At its heart, *Thrown* puts a new spin on classic trick-taking games by replacing a hand of cards with a pool of rolled dice.

The randomness of the rolls feels either exhilarating or frustrating. Because a single off-suit six trumps a whole hand, it's possible to do everything strategically right but then lose to a lucky roll.

Some of the cards — especially the purple ones — add an aggressive "screw your neighbor" element to the game. If your group loves that kind of thing, then you'll love *Thrown*. Likewise, gamers who enjoy unraveling the occasional fiddly rules question will like *Thrown*'s advanced version, since it creates some odd situations.

...

*John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?*





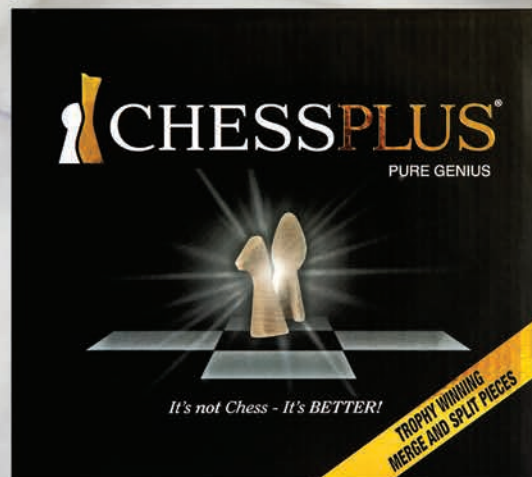
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*As reviewed in the British Chess Magazine.*



**CHALLENGE OF THE SUPERFRIENDS CARD GAME (CZE 27718)**

From Cryptozoic Entertainment, reviewed by Brian Herman

 2 - 4 Players	 10 & Up
 15 Minutes	 \$15.00

Cryptozoic is a company that has certainly made a mark in the gaming world with deep IPs and engines already established. When I heard about the new Gryphon engine from my editor, I couldn't say yes or unpack the box quickly enough. What I found was a remarkable offering from Cryptozoic with great potential as another skin/engine in an enticing party game package stamped with one of my favorite cartoons from childhood: *The Challenge of the Super-Friends!*

The Gryphon engine is nothing like the company's other offerings to date. While I adore the Cerberus engine, the price point, setup/teardown, as well as shelf footprint don't exactly make it approachable to the newer gamer. The Gryphon engine is almost completely the opposite, both easy to pick up and fast to play, with a very approachable price point at around \$15 retail.

**MEANWHILE, AT THE HALL OF JUSTICE...**

*Challenge of the Super Friends (COTSF)* is for 2-4 players, each getting their own unique 10-card deck based on either Superman, Wonder Woman, Aquaman, or Batman and Robin. Each card is valued at different numbers from 1-10, with each character having a unique tiebreaker value identified as well (more on that later). In addition, each character's deck has 3 unique "Special" cards at slots 5/7/9 to represent their own special skills/powers. Once each player has chosen his or her deck and shuffled, an opening hand of 3 cards is drawn to kick things off.

**MEANWHILE, AT THE LEGION OF DOOM...**

The rest of the cards that come in the box are either Objective cards, or Challenge cards. Both are shuffled and set as separate decks facedown in the game area. Each turn, a number of Objective cards equal to the number of players are drawn and placed face up in the game area. Each Objective card has an assigned point value, whether it be positive (one of the Legion of Doom), or negative (the super friends caught in a bad situation). All players choose one of their numbered cards from their hands and put them face down on the table. Once this is completed, all players flip their cards simultaneously, and the highest value Super Friend card can choose the objective first, followed by the second, and so on. Tiebreaker values come into play if multiple characters play the same value card, allowing extreme flexibility. From looking through the decks, no Super-Friend seems to have a clear advantage on their tiebreaker values over another, so "who to pick" consistently feels like a fresh interaction.



Challenge cards are few, but their impact is very much a wild card each time. Unlike objective cards, there's no defined period to draw them built into the game rules. Instead, many other cards will instruct a player to draw a challenge card and follow it themselves (ex: each player's value 10 card has this instruction, as do several Objective cards throughout the game). Usually, challenge cards will be some negative effect, but rarely there will be a villain quote from the old show, with no effect listed.

At the end of every turn (barring incident or challenge) each player draws one more card from their hand, bringing their hand size back to 3. After 6 turns of play, the game is done and each player totals up the total points of objective cards they have obtained (both positive and negative), the winner being the player with the most points.

**MEANWHILE, AT THE HALL OF JUSTICE...**

I've likely played dozens of games at this point of *COTSF*, both with 2 children under 10, as well as my wife, trying to get a great sense of the game I could impart in this review. If I had to offer criticism, I would say that a 2-player game feels like it has just started getting going, while in contrast a 4-player game can often feel so chaotic that no player really has a sense of how well they are doing, despite having a load of fun. In my various playthroughs, I would certainly recommend to anyone wanting a game for 3-4 players, each time I've brought it out in a larger group the chorus of "Just one more game," rings loud at the table after a short 6 turns. When you think about it, that's really the best endorsement I can offer. Dynamite is said to come in small packages, and the amount of fun Cryptozoic fit into this tiny box is certainly notable.

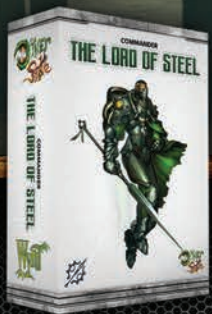
...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.





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## WARHAMMER QUEST: BLACKSTONE FORTRESS (GAW BF-01)

From Games Workshop, reviewed by Thomas Riccardi



12 & Up



1 - 5 Players



120 - 180 Minutes



\$150.00

In the 41st millennium mankind has explored the depths of space and encountered various races and threats to the Imperium. However, there has been another discovery: called the Blackstone Fortress, this ancient space station is filled with a vast amount of technology that was thought to be lost forever. Will you and your brave adventurers delve into this ruined space station to find powerful relics that might stem the tide of war? Or will you succumb to the horrors that dwell inside of the fortress?

This is the setting of *Warhammer Quest: Blackstone Fortress*, the latest boxed game from Games Workshop.

When you open the box to *Warhammer Quest: Blackstone Fortress* you will be surprised with its contents. There are five rule booklets that cover everything from how to play the game, combat, what happens between expeditions, the background of this game, as well as data if you wanted to use the included models in your Warhammer 40k tabletop games.

Also included are 40 double-sided board tiles that will create the rusted hulk of the abandoned space station. 234 game cards, 70 markers, 28 dice as well as a databank, hidden vault and 9 stasis chambers, where your adventurers can rest between explorations safely.

The star of the box are the 44 miniatures that are included with the game. Each is the newer "push fit"-style type of miniatures so you will not need any glue to assemble them. Just cut them off the sprues, push them together and start playing right out of the box! Or, you can paint each of these miniatures as they are incredibly detailed.

Out of the 44 miniatures, nine of them are the intrepid explorers ranging from an Imperial robot called UR-025 to the ratling twins, Rein and Reus. There are also 35 hostile miniatures which will impede your characters progress ranging from lowly traitor guardsmen to the Chaos Lord Obsidius Mallex.

Each character has four attributes: move (self-explanatory), defense (how hard to hit), agility (dodging) and vitality (healing wounds). During the course of play you will gain Inspiration Points; these are used for everything from re-rolling dice to using an inspired version of your character.

Gameplay starts as you draw an exploration card which will be one of two card types. If it's a challenge card, players will either have a task to complete or a hazard that they must face in the Blackstone Fortress. If it is a combat card, players will have to lay out the tiles as instructed on the card and fight the enemies given.

During combat you will have the opportunity to search for items that you can trade over at Precipice and you can use this to buy better



gear for your explorers. There are also clue cards that can be found which you will need to find the maglev that will get you out of the Blackstone Fortress and win the game.

However, this is a different type of Games Workshop game as you will use activation dice to do everything from move your character to engage in combat. You roll the number of six-sided die that you have spaces on your character sheet, and then use these to spend actions such as: combat, searching for items, etc. Combat is resolved by rolling a die and if the result is blank that mean it's a failure. If you get one symbol it's a success and two of them means it is a critical success.

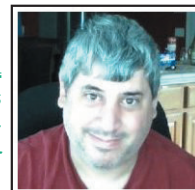
There are also Destiny Dice that you can use if you don't have enough dice to commit to specific actions. These come from a shared pool and one player rolls them at a time. However, if there are any doubles the dice are automatically discarded.

*Warhammer Quest: Blackstone Fortress* can be played with as many as five people. In a five-player game, four people will control adventurers and the fifth will control the enemies. However, there is also a version that can be played completely solo! You will take control of four heroes that are sent into the Blackstone Fortress, encountering nasty enemies as you search for technology you can trade back at Precipice.

If you love *Warhammer Quest* and you love *40k*, then you need to check out *Warhammer Quest: Blackstone Fortress*. For more information on this game, including a video tutorial on how to play, head over to [warhammer40000.com/blackstone-fortress/](http://warhammer40000.com/blackstone-fortress/) and get ready to explore the hulking ruin of an ancient space station.

...

*When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.*





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